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MAGAZINE

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REVIEWED!

TOM & JERRY FISTS OF FURRY

CARTOON-PURRFECT MADCAP ACTION!

PLUS REVIEWS OF...

**DONALD DUCK: QUACK ATTACK, BATMAN OF THE FUTURE,
SAN FRANCISCO RUSH 2049 AND MUCH, MUCH MORE!**

**PLUS
INSIDE:**

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on *The World Is Not Enough!*



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Meet the Team!

EDITORIAL



With Christmas drawing ever nearer the games really do seem to be coming on thick and fast! This issue we've gone somewhat cartoon crazy, with reviews of three N64

titles based on various animated series' and four Game Boy Color ones too!

By far the most impressive title this month has to be *Tom And Jerry: Fists Of Furry*, which is the sole reason we chose it to be our cover game. It's one of those titles which once you've started playing it, is damn near impossible to tear yourself away from and that's just how we like our games! As a result of this and the other animation-themed titles in for review, we started getting a little confused between life in the real world and that of the cartoon one, with the unfortunate result that every member of the 64 MAGAZINE team met with a *Tom And Jerry/Itchy And Scratchy*-style cartoon accident! Rest assured that we'll all be back to normal in time for the next issue though, because after all, that's exactly how it happens in the cartoons, isn't it?

Other highlights this month include a trip to the annual London-based technology show, Live 2000, a rather sneaky behind-the-scenes peak at EA's answer to *Goldeneye*, *The World Is Not Enough*, which includes a revealing chat with the guys behind the game, another visit to the arcades for more coin-operated gaming fun, loads of groovy new stuff in the Not Nintendo section, previews of *Megaman 64*, *Spiderman* and *Mickey's Speedway USA* (now confirmed for a December release) and an in-depth feature on the gosh-darned gorgeous-looking Game Boy Advance!

And there was something else as well... something to do with Pokémon and PCs... something... something... oh yeah, we've also got a £1,200 top-of-the-range 800 MHz PC from Hewlett-Packard to give away, plus a printer and some Pokémon software to go with it! How could we possibly forget to tell you about that? Anyway, as usual, despite what the pessimists might say, the N64 outlook is stronger than ever – so don't just sit there, get on into the magazine proper and find out exactly what stonking games are heading your way, very, very soon!

Roy Kimber, Editor

This issue we have mostly been... involved in cartoon accidents!

03



Roy

Editor Roy got a bit over-enthusiastic this month with one of the fire axes that we keep handy for those 'lost our key to the front door'-type moments and as a result ended up decapitating himself! He didn't mind however because he discovered that his body was quite content to sit at his desk doing all the work, while his head got to stay home and watch TV!



Nicky

Top designer Nicky met with rather an embarrassing mishap when – while loading the 64 MAGAZINE cannon that we use to mark those important Royal occasions – she accidentally shot herself with a cannonball! Luckily this didn't affect her design skills in any way, although it did make watching her eat her lunch a little more gross than usual!



Paul

No longer the new boy, owing to the arrival of even newer-boy Alex, Paul got all excited and totally forgot the advice his mum had drummed into him about road safety. As a result he forgot to look both ways before crossing the road and got flattened by a runaway steamroller! For the rest of the month we used him as a novelty office doormat.



Alex

Newly-arrived sub-editor Alex is fitting in very well on the 64 MAGAZINE team but unfortunately he still has rather a lot to learn about computers. When his email stopped working he tried to find the lost electronic post by digging around in the hard drive with a screwdriver, thus giving himself an illuminating electrical shock – silly boy!

Let Us Not Forget...

In the second edition of this new 'regular' section where we introduce you to the many individuals who aren't strictly full-time members of the 64 MAGAZINE team but who do make contributions from time to time, we present Martin "The Megabyte Millionaire" Mathers. Anyone who used to watch *Gamesworld* on Sky TV may well remember Martin as one of their 'zany' games characters... or maybe they won't. Martin now scrapes a living working for some dodgy old Sega title or other, but when we're feeling generous we let him out of the cupboard to do the odd review for a half-decent console instead!



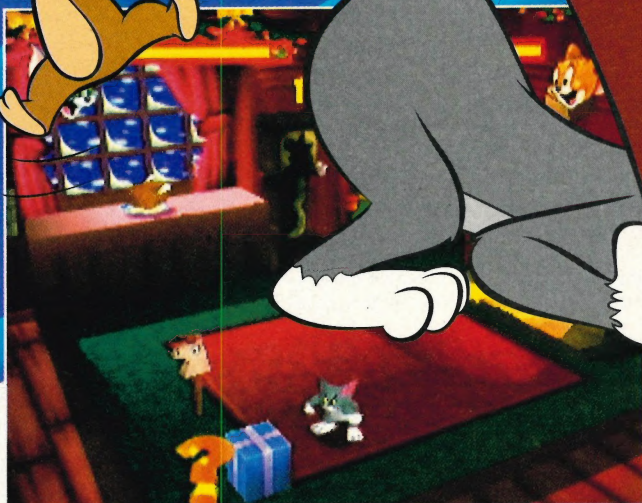
Turn to page 91 to subscribe!



We've gone cartoon crazy!

Tom and Jerry

This cat and mouse duo have been feuding for over 60 years and now they're bringing the fight to your N64!



San Francisco Rush 2049

Get your engine running... get set for a wild ride into the future... get ready to Rush!



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Paragon House, St Peter's Road, Bournemouth,
BH1 2JS or email us: 64mag@paragon.co.uk
or via our Web site at www.totalgames.net.



DONALD DUCK: QUACK ATTACK



Last issue it was Daffy... this month the other 'Mr Duck' waddles onto our favourite console!

BATMAN OF THE FUTURE



The caped crusader takes a mighty leap into the twenty-first century for an ultra-modern makeover!

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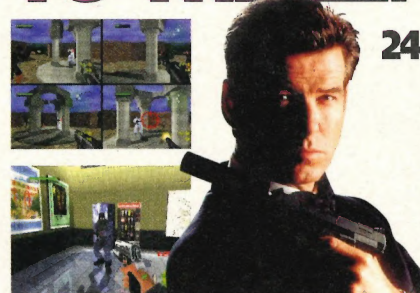
The title says it all... fancy winning a top-of-the-range HP Pavilion 8720 Home PC and Printer? We thought you might!

HANDHELD HEAVEN



Everything there is to know so far about Nintendo's next-generation handheld...

LICENSED TO THRILL!



Using our exhaustive knowledge of spycraft (we've seen all the Bond movies and Roy once had an interview at MI5) we snuck up to Eurocom for the latest on *The World Is Not Enough*...

LIVE AND KICKING!



The UK's premier new technology show at Earls Court in London. How could we stay away?

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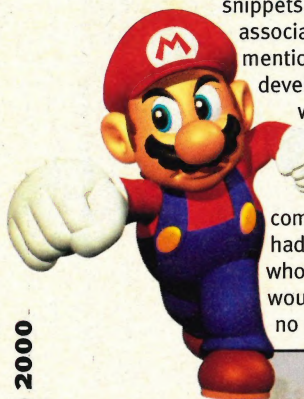
THE

SHOWCASE



Top Games In Three Days!

The Managing Director of Nintendo, Hiroshi Imanishi, kindly gave his thoughts on Nintendo's future and he came out with a couple of interesting snippets. Speaking on the problems associated with developing for PS2, he mentioned that Gamecube was a dream to develop for, and that the *Mario 128* demo was made in three days! He added that at least 12 developers were well into game development – we can only think of eight companies that have admitted to having had development kits for a while, so who are the others? Mr Imanishi wouldn't say, and we get the feeling that no one will find out until E3 next year!



TH-Cubed!

THQ, holders of the official WWF license, have recently acquired the rights to develop four titles on GBA based on Lucas Arts characters. Surely this could only mean *Star Wars* and *Indiana Jones* games! THQ have also expressed an interest in developing for Gamecube, although it is doubtful as to whether the Lucas Arts deal covers the 128-bit powerhouse.



Super Quote!

It's very hard to get excited about the fact that *Superman* is once again travelling faster than a speeding bullet based on his last N64 outing, but this time he is coming courtesy of Infogrames! So, aside from the news that Titus will have nothing to do with it, there's also the fact that the caped wonder will be coming to Gamecube next year! You see, now you're a bit more excited aren't you? No? Okay... then let's see if this quote from Infogrames Europe does the job...

"*Superman* is an inspiration for people around the world, representing the fight for truth and justice and symbolising the unlimited power of humanity to achieve the impossible. He is a timeless, classic hero for

men, women, boys and girls. With his phenomenal abilities, he is the perfect videogame hero."

In an interview the next day, the Infogrames spokesperson admitted that they were drunk (actually... that's a lie – but we reckon they were all the same!)



Capcom Keeps Quiet

Everyone was waiting with baited breath for Capcom to unveil screenshots of the Gamecube *Resident Evil* at the Tokyo Toy Show, but alas, it didn't happen. It looks like Nintendo obviously got to the company first! It wasn't all bad news though – Capcom officials re-affirmed their support for both of Nintendo's new machines and added that the storyboard and level design for their Gamecube title was complete. This means that hopefully, *Resident Evil Zero* will be a launch title! Go on, make it so!

Namco Jumps On Board!

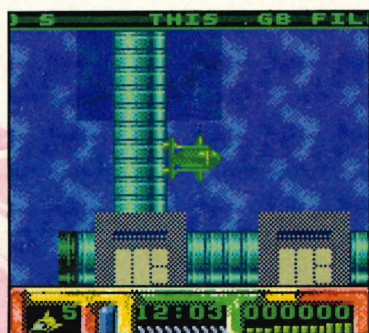
Namco, in addition to a number of other Japanese companies, has recently pledged its full support for the Gamecube! The full list includes Capcom, Konami, Atlas (*Snowboard Kids*), Kemco (*Top Gear Rally*), Hudson (*Bombberman*) and Koei (*Kessen*, *Winback*). This is great news – no mention was made about how long these companies have been in possession of development kits, but let's hope that the Gamecube's developer-friendly environment allows the new titles to be ready for launch!

Thunderbirds Are Go!

Hurrah! A very small package (we like them small, they make us feel more secure) arrived in the office this month, and inside was a playable version of *Thunderbirds* on the Game Boy Color! It comes complete with bags of different gaming styles and so far, it looks like it's gonna be great. There was also some really cool artwork with it, which we've had to plaster everywhere. Sorry, we just couldn't resist!

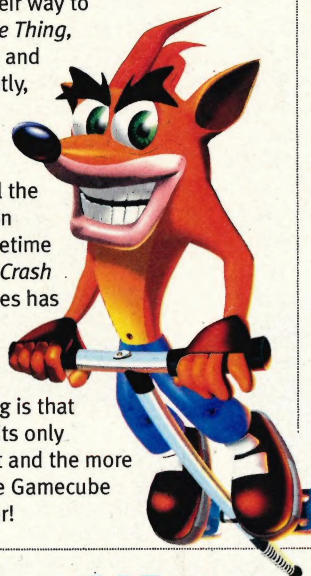


THUNDERBIRDS



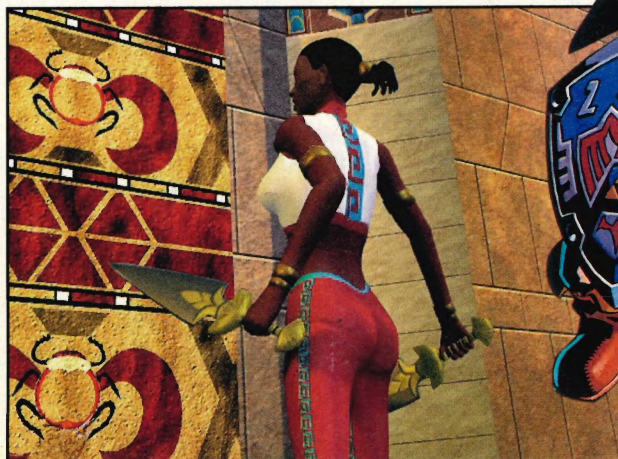
Sony Loses Its Mascot!

In a deal struck between Universal and Konami, three major licenses will be making their way to Gamecube. *The Thing*, *Jurassic Park 3* and most importantly, *Crash Bandicoot* will be hot-footing their way to all the next-generation platforms sometime next year. The *Crash Bandicoot* series has never been outstanding, but the important thing is that Sony has lost its only unique mascot and the more games that the Gamecube gets, the better!



Spaceworld Extras

There was so much to see at Spaceworld, we could probably have filled an entire issue with screenshots – the problem is that we just don't have enough room! However, there were a couple of screens that we just couldn't keep from you, so here they are. Apologies for not covering the N64 games that were exclusive to Spaceworld, but Nintendo didn't release much information on them and we would rather do a decent preview in the future than just make up a load of rubbish now!



GBA Titles

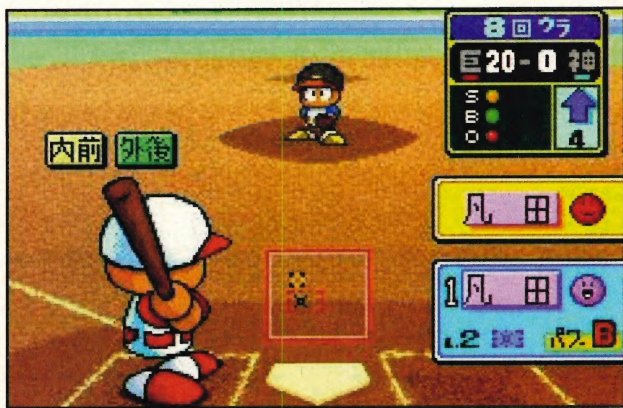
We've put together a list of all the games that are either definitely in development or that Nintendo has strongly hinted are in development for Gamecube. Remember that the names could change at any time!

Capcom	Resident Evil Zero
Factor 5	Star Wars title
Factor 5	Thornado
Konami	International Superstar Soccer
Konami	Crash Bandicoot
Konami	Jurassic Park 3
Konami	The Thing
Nintendo	Zelda
Nintendo	Mario
Nintendo	Untitled game from the 1080 team
Nintendo	Pokemon
NSTC	Waverace
Rare	Perfect Dark sequel
Rare	Disney game
Retro	Thunder Rally
Retro	Metroid
Retro	American Football game
Saffire	Saffire
Silicon Knights	Too Human
Sunsoft	Looney Toons
Ubisoft	Rayman
Ubisoft	Donald Duck



Konami Announce More Games!

Japanese software developer Konami recently announced yet another game for the GBA. As if they weren't making enough games already, they've now announced a cutesy baseball game, by the name of *Powerful Pro Kun Pocket*. It's expected to be released in Japan very soon after launch. We've even got a screenshot for you!



Activision Activates!

Back in Issue 44, we reported that Activision had pledged its support for GBA and Gamecube. This month, the company has confirmed exactly what titles it will be bringing to GBA! Versions of *Spider Man*, *X-Men*, *Tony Hawk's Pro Skater*, *Matt Hoffman BMX*, and *Shaun Palmer*

Snowboarding are all currently in development and should be ready for launch! We'll bring you shots of all these games just as soon as we can!



Goodbye, God bless!

Three games have officially been cancelled this month! The first is *Sydney 2000* from Eidos. Even though the game is complete and waiting in a factory somewhere, Eidos has decided not to release it. Seeing as the event finished a good number of weeks ago, maybe they think there really isn't much point! Not to worry, it wasn't 'all that' anyway!

The second game to have got the chop, is *40*

Winks from Eurocom (of *Duke Nukem: Zero Hour* fame). Yet again, the game is completely



finished but publisher Infogrames has decided not to release it!

The biggest let down

of them all has to be the fact that the very promising looking *Stunt Racer* has been dropped! The game is finished and is available on rental in the US, but it will never be released in the shops. We were really looking forward to this game – hopefully developer Boss Games will knuckle down on *World Driver Championship 2* for Gamecube (hey, we can dream!)

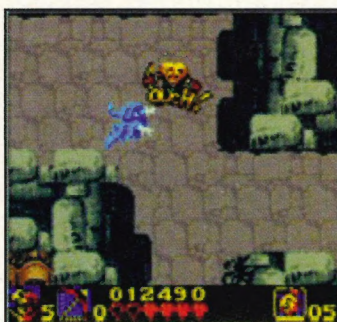
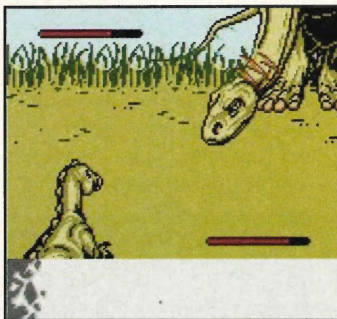
EA Backing Nintendo?



It looks like even the mighty Electronic Arts can't resist the temptation of the Game Boy. Having said nothing on the matter of Nintendo's next generation machines, and with them cutting back considerably on N64 development,

most people hadn't expected to hear anything on the Nintendo/EA front for a long time. Even so, EA have announced six games on the GBC that will be released between December and the middle of next year. They are *The World Is Not Enough*,

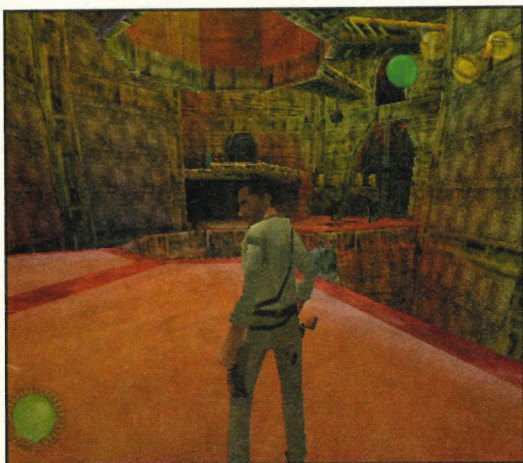
Antz Racing, *Road Rash*, *Robin Hood*, *Merlin and Dinosaur*. Aside from it being good news for GBC fans, it's also great news for Gamecube and GBA fans – these games could well be part of the Gamecube/GBA development deal!



64 Magazine's Most Wanted

Indiana Jones and the Infernal Machine

Lucas Arts has just released a new batch of shots from Dr Jones's latest outing and guess what? It looks even better then before! Only a few more months to go!



Star Wars Episode 1: The Battle For Naboo

Factor 5 really excelled themselves with *Rogue Squadron*, and they reckon that this title is miles better in every respect! With ground-based missions, improved graphics and even better sound, Christmas can't come soon enough!



Sin And Punishment

We still don't know much about this game – it's being developed by Treasure (*Go! Go! Troublemakers*) and as yet, there's no word on a PAL



release. All we know is that the video we saw looked amazing and our fingers (and toes) are crossed for a quick translation!

Eternal Darkness

Noooooooooooo! We're still recovering from the news that this gothic horror has had its release pushed back to next year, but that just makes us want it even more! Let's hope that the extra time given to developer Silicon Knights allows them to make it even better.

Ogre Battle 3

Even though it was in Japanese, we could tell that this was going to be a corker of an RPG. The US version

is expected in the office any day now – we'll give you an English-language update next issue!

64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Mag Score
1	1	Pokemon Snap	Nintendo	88%
2	-	Mario Party 2	Nintendo	81%
3	4	Pokemon Stadium	Nintendo	88%
4	9	Legend Of Zelda: Ocarina Of Time	Nintendo	96%
5	2	Perfect Dark	Nintendo	98%
6	-	Worms: Armageddon	Infogrames	94%
7	-	ISS 2000	Konami	90%
8	5	Earthworm Jim 3D	Virgin	87%
9	-	Ridge Racer 64	Nintendo	91%
10	7	Michael Owen's WLS 2001	THQ	90%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo 46, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!*

DVD review

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When I'm

Preaching To The Converted

Dear 64 MAGAZINE,

Hi, I have been purchasing your magazine for a few months now after converting to an N64 from a PlayStation. And whilst reading the letters column I noticed that a lot of people wrote in merely to slag the PlayStation off. It struck me as weird that people would write in to an N64 magazine to complain about the PlayStation. OK fair enough, they produce a few more games but generally they're not as high in quality as the N64 (the main reason why I converted). So why then is there the constant moaning like old ladies? If you have an N64 you should be content in the fact that you have picked the better machine and for all of those people with a PlayStation... well that's their choice.

On a different note I was wondering if you could answer a few of my questions? Here goes:

- 1: With the release of the mind-blowingly excellent *Starcraft 64*, will we be seeing other PC crossovers of the same genre? (Games like *Civilisation* and *Age of Empires* for instance)
- 2: Can you purchase *Sim City* on the N64? If not, why not?
- 3: Finally, will the release of the Gamecube mean that the N64 becomes nothing but a bin liner, or will they still produce games for it?

I hope you will acknowledge my comments and that you will be able to answer my questions.

Many thanks

PS *Perfect Dark* absolutely rules!!!!

Brett Davis, Kent

Okay... we, er, acknowledge your comments Brett.



Got something you want to get off your chest? Then write to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



Two N64 Joypads

Two 1 Meg Jolt Paks

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One Xplorer 64 Cheat Cartridge

One SCART Lead

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Prize Winner

Rising Star?

Dear 64 MAGAZINE,

As more and more information on the Gamecube floods out from Nintendo, the enthusiasm of games journos and programmers threatens to wash us all away on a tide of pre-release excitement. The gaming public is constantly being told to expect great things, and games companies are backing this up with lists of titles that will (allegedly) be there by the time the 'Cube arrives to assimilate our hard-earned cash.

So, here's the question: what do UK gamers want from the Gamecube? To a point we know what to expect, at least in the short term: More sequels, some welcome, some not, plus updated versions of some classics – *Mario Kart* Cubed for example. Plus at least seven Pokémon games and four WWF titles in the first twelve seconds of the console reaching us. That's all fair and well, but that's what we expect. I ask again: what is it that gamers actually want?

On an entirely personal level, I'd like to see far more interactivity. Games like the *Resident Evil* series look great, but they are not really very interactive. The Gamecube promises crisp, clear, fast-moving graphics, where you can't tell when the FMV cutscenes finish and the games begin. I for one would like to see those graphics used properly. A game needs to be more than just pretty to avoid being traded in on my next visit to Electronics Boutique. I hope that, with the powerful technology now available to programmers, the categories that games fall into will begin to blur a little

at the edges. There is some reason to keep the definitions for those who just like driving games, or just like first person shooters, but the alternatives are much more interesting...

How about a game with the atmosphere and graphics of *Resident Evil*, but with the mission flexibility of the likes of *Goldeneye* and *Perfect Dark*, and plot and detail to outclass the latest *Zelda* games?

How about a wargame with the satisfying planning and management of *Starcraft*, but with the chance to get down and dirty with the individual ground troops and pilots: sort of Joanna Dark meets *Rogue Squadron*?

So, 64 MAG, let's throw this open.

What do the readers want? What do you journo types want? After all, the games designers can't give us what they don't know we like.

Iain Lawson, email

Quite right Iain! And it's much better to make suggestions now about things we might want to see in a game than just to wait for the games to come out and then bitch about them. And so we are officially throwing this open to the floor (as it were). What do you guys (and girls!) want to see in your games? What do you thrive on? More Pokémon, Mario and more Zelda? Or do you have any original ideas? Just to give you some incentive: we know that a lot of developers and publishers read 64 MAGAZINE, and Shigeru Miyamoto – who said in our interview last issue that he'd like to see more original ideas in games – gets our mag, so you can rest assured that anything you have to say here will get to the people who count!



Happy? seriously though, as regards the PlayStation ragging – brand loyalty is one thing, and we'd never knock it, but after you've opened the thousandth letter that begins: "Dear 64 MAGAZINE, my friend reckons the PlayStation/GreyStation/CrapStation/etc is better than the N64! Please tell them they smell like poo..." well, it does get a little bit 'old'. We know the N64 is the better console, if anyone says otherwise, just ignore them! (And anyway, the Gamecube is coming now, and that's gonna blow Sony, Sega and Microsoft right out of the water!) As to your questions:

- 1: Probably not on the N64, considering how long *Starcraft* has taken... although there's always the Gamecube!
- 2: Er... no. Except on Japanese import (which is a little difficult to play unless you're Japanese). As to why... presumably EA (who publish the game on other formats in the UK) just decided there wasn't a market for it?
- 3: You'd be hard pushed to squeeze a lot of rubbish into an N64 (*Carmageddon 64* and *Superman* not withstanding) so it's not gonna be much use as a bin liner! As Nintendo have stated, there are a whole bunch of titles still in the pipeline, but once the Gamecube launches in the UK (Christmas 2001 at the latest? Please let it be so!) it's probably fair to say that we won't see many new titles being developed for the N64. Sad, but true.

Mad As A Hatter!

Dear 64 MAGAZINE,

Would you swap any of these for my *Wave Race 64* (83%)?

Armorines (81%)

1080 Snowboarding (82%)

Sarge's Heroes (74%)

Extreme G (77%)

ReVolt (80%)

Destruction Derby (74%)

South Park (73%)

XG2 (70%)

Sim City 2000 (60%)

Turok: Dinosaur Hunter (70%)

Seth Fehlberg, Bellerieve

Er... no. (What do you think we are, Noel Edmond's Multi-Coloured Swap Shop?)

Points Of View

Dear 64 MAGAZINE,

Yes! Spaceworld 2000 has happened and the Gamecube has been seen. I would like to

know how much I will be paying if I buy one when it is released, and when will it be available over here? Man, it looks dodgy!

The letter in issue 43, totally laring (?) off *Perfect Dark*: come on Rikki, it's the best game ever man! The killing is immense as are the graphics, audio, and gameplay.

As most people will disagree, Pokémon are the saddest things ever to walk

the planet. The only good thing about them is that they get Nintendo lotsa dosh to spend on making games and hardware.

Michael Bowerman, West Sussex

The Gamecube looks dodgy? What d'yer mean, like? Well... okay, so it does look a little strange when you first see it, but it grows on you! As for when it'll be out and how much it'll cost – those are the two questions that we just couldn't get an answer for from Nintendo. We're working on it though, so keep reading and you'll know when we know!

A Watchful Eye

Dear 64 MAGAZINE,

Yes I do have *Perfect Dark* and I do think it is excellent, but I am not going to rant on and on about it like the four out of seven letters in issue 43 (That makes a refreshing change – Roy). Instead I have a few queries about Rare's particular masterpiece, amongst other things!

I know it is nit-picking but I noticed that you didn't remove the bit about the *Perfect Dark* comic from the contents page of the free 64 SOLUTIONS mag you bagged with the




latest issue! Another question I'd like to ask is when the Gamecube is released will 64 MAGAZINE cease to exist or will both the N64 and Gamecube be covered in the one mag, or will a separate team work on the Gamecube? If staff are needed at Paragon I'm always willing to lend a hand. That leads me to my next question, I am about to enter year 11 and work experience is at the end of this academic year, I was wondering if I could apply for work experience at 64 MAGAZINE or any other place at Paragon? PS: I would like to add that Nintendo's marketing strategy (for the UK at least) absolutely STINKS! It stinks so much that if it were a stink-bomb once the smell was released it would hang around for centuries. I only recall seeing five different TV ads by Nintendo and only for the big games (*Goldeneye*, *Star Wars Pod Racer* and *Perfect Dark*). The console ads were lame compared to the PlayStation's humorous ones ie: the Bagel Toaster and the Deadly Doughnuts. Now, Nintendo had

So Many Questions!

Dear 64 MAGAZINE,

Firstly I'd like to say that your magazine rules over all others, we are nothing compared to your overwhelming power, all bow before the mighty... well you get the idea, I like your mag. But ever since you started reviewing Game Boy Color games there have not been so many reviews for the N64. This does not mean I will stop reading your mag but it gets quite annoying when you pay four quid for an N64 mag and you get more reviews on GBC than on the N64. However your magazine is still the best so I won't stop reading it.



I am mainly writing to shut the mouths of all those PSX lovers who say the N64 is dying out. So what if the N64 has got less shelf space and costs more? Some of the games are much better than the PSX ones, eg: *Perfect Dark*, *Goldeneye*, *DK64* and *Zelda 64*. And by the looks of it loads of new games are coming out which look really good too: *Starcraft 64*, *Banjo-Toojie* and *Conker's Bad Fur Day*.

Is Nintendo going to make a good beat-'em-up or are they going to stick to first person shoot-em-ups like *Perfect Dark*? If they do make a new one it should definitely be *Street Fighter 64*.

Lastly, when I saw a picture of a PINK Game Cube I was a bit freaked out, but as long as it beats the PS2 I'm happy.

PS: In the Nindex of issue 44 it had the top five Four-Player Games and at number five was *Shadow Man*. Was it a mistake or am I blind?

PPS: Pokémon's craaaaaaaaap.

PPPS: Your Not Nintendo section rocks.

Christopher Campbell, London

Oops! You spotted our deliberate mistake there Chris! We'd like to say that we're so good at *Shadow Man* that we actually unearthed a hitherto unseen and fantastically playable four-player mode... er, but we didn't, that was a cock-up. The person responsible has been sent to Barnsley for a week as punishment. As for Game Boy reviews – we started covering them for many reasons but we haven't reduced our coverage of N64 titles as a result. If there are only three N64 reviews in an issue, it's because there were only three games ready for review! We could use dubious means to manufacture reviews for games that either are never going to come out, or which are only ever going to be available in Japan (ie: they won't even get over here on import) but what would be the point of that?

Golden Oldies!

Dear 64 MAGAZINE,

About a month ago, I bought a second hand SNES complete with two controllers and two games (*Street Fighter II* and *Super Star Wars*) for just £25! Anyway, I pushed my N64 aside to play with my new (but old) SNES. As soon as I started playing it, I became fascinated by it. In my point of view, it is probably one of the best consoles ever (even better than the PlayStation, N64 and Dreamcast!)

The games are just superb. *Street Fighter II* has the best gameplay, music, levels and characters ever! My favourite character is Ken (better than Ryu) and in my point of view, this is still the best fighting game around (even better than *Marvel Vs Capcom 2*)

As for *Super Star Wars*, it's just brilliant. you start off as Luke (with only a Blaster as a weapon), and eventually meet Han Solo, Chewbacca, Princess Leia and Obi-Wan (when you meet Obi-Wan, he gives you the Lightsaber). This game kicks ass and is the best *Star Wars* and RPG title ever!

The point I am trying to make is that the SNES was dedicated to gameplay and not graphics like the N64, PlayStation and Dreamcast. This is why I am looking forward to when the Gamecube comes out because Nintendo's Executive Vice President of Sales and Marketing said that the Gamecube will be a superb dedicated games machine!

You see, I don't want to get a PlayStation 2 because it will be dedicated to DVDs, the Internet and music CDs. I want a games console that is especially made for games, not films, music or the Internet... I want games, and games alone!

I already have a hi-fi system and my dad has a DVD player so why the hell would I want a stupid PlayStation2? Come on Gamecube! Yours Faithfully, Brian Horner, N Ireland



This was exactly what Shigeru Miyamoto said last issue Brian! So many people out there have DVD players already, and there can't be many people who don't have a CD player somewhere in their house already too, so why buy something that duplicates those functions? The emphasis for Gamecube is on gaming, and that's just the way we like it! Roll on... er, whatever date Nintendo decide to finally release it into Europe!

better change this quick in order to get ahead of its rivals for the rest of the N64's life and for the Gamecube, otherwise they could miss out! PPS: Nicky Bartlett rules!

Yours Sincerely,

Alan Shek (aged 15), Kent

Nicky rules? She doesn't, Roy's the one in charge! Oh... all right, so she does rule and she just lets Roy pretend he's the one running things. Just don't make a big thing of it, okay? Sorry about the *Perfect Dark* comic thing, that was – yet another – cock-up, but then the rest of the mag was free, which we reckon was a bit of a bargain. And it's worth buying the other *Perfect Dark* magazine just for that comic, if we do say so ourselves!

As far as work experience goes, well we'd be delighted to have you in for work experience Alan, but there are only a limited number of placements available at any one time! If you (or any other 64 MAGAZINE reader) is genuinely interested in work experience then you need to write to Paragon's Managing Editor Nick Roberts at the usual 64 MAGAZINE address and he'll sort it out! Oh... and don't even get us started on Nintendo's marketing!

Hooked On A Feeling

Dear 64 MAGAZINE,

I thought I'd write to you to prove that the N64 system/format is the best you can get for a number of reasons. My son who is nine years old wanted an N64 a few years ago and he got one for Christmas or whatever. Then without realising, I got hooked on it when he had gone off to bed at night (mainly *Mario Kart 64*) for a bit of fun!

But to my shock and horror a year or so later on, he decided he wanted to sell or trade in his N64 for a "PlayStation". I thought "Oh my God, no more *Mario Kart*, but what the hell, a PlayStation should be better!

How wrong can you be? The damn thing was a total let-down for me and would you believe it, even he (my son) couldn't really get on with it. For some time this 'PlayStation' never saw the light of day and is still up in his room at the back of his sock drawer, or somewhere!

I had a stroke of luck as my brother has let me use his old N64 because he has bought another system for himself (he'll learn!) The first thing I invested in was a copy of *Mario Kart 64* and have added to it since.

My boy is always asking me to have a go on it but I

always say to him, "Go and play on that PlayStation thing you've got", but he always replies, "But that's just rubbish!" and I'd have to agree with him on that one!

PS: I am now a regular reader of your mag, keep up the good work!

Paul Courtney (aged 40), Hampshire



So... you started off on the N64 and then switched to PlayStation, eh Paul? And now you come crawling back seeking the forgiveness of Nintendo-owners the world over, eh? Oh... hang on, no you don't, sorry! Well, glad that you're back in the fold now, anyway – don't let it happen again! One thing though – we don't think you should stop your son playing on the N64, I mean, making him use a PlayStation, how cruel is that? Stop it at once before we report you to the NSPCC! We – like Shigeru Miyamoto – believe that videogaming should be a family affair (after all – playing with relatives guarantees enough gamers for multiplayer!)

For...

Dear 64 MAGAZINE,

I am writing to inform you that I am extremely stunned at the excellence of "*Perfect Dark*". I was looking for another N64 game when "*Perfect Dark*" caught my eye. Remembering the review on it in issue 41, I decided to purchase it. When I arrived home I sat down in the lounge and began to read the instructions to get a good idea of what I would be up against. I was impressed with the good ideas that were put into the game like a "quick weapon select" and "spycam" which you can take pictures with or listen in on the enemy's plans. The way the enemy dies and what they say are quite funny but not far-fetched. The explosion effects are amazing, the sound is fantastic and it is definitely a good challenge. I know I am raving on a bit too much about "*Perfect Dark*" but who couldn't? It's the best game EVER!!! Jarrod Smith, Australia



So... you like it. Cool. Thanks for letting us know. Cheers.

...And Against!

Dear 64 MAGAZINE,

I am highly annoyed with the game *Perfect Dark* and all the other games that require the expansion pak to get full 100% gameplay. Sure, they are great, but us people have to fork out 70 or 80 quid for the expansion pak as well as the game. Why don't the selfish Japanese people take in our feelings that some of us just can't afford to buy the expansion pak as well as the game. Why can't *Perfect Dark* be just like *Goldeneye* where you don't have to buy any extras, just the game! Why don't Nintendo just make a console which has everything already built into it and ready to use, even the rumble pak (and not the cartridges so that you can copy them!) Carry on worshipping *Perfect Dark* but those people who are about to rush out and buy it,

put some consideration into buying the expansion pak if you don't have one! PLEASE PUBLISH THIS FOR THE PEOPLE WHO ARE ABOUT TO BUY *PERFECT DARK*.

Simon Edwardson, East Yorkshire

Oh good grief! Look you neo-luddite, the N64 has been around a long time and if it wants to compete with the new consoles coming out then it needs an edge! Using the expansion pak to its full potential lets us have better graphics, smoother animation and bigger levels which we otherwise couldn't have! Yes, it's a pain, yes, it costs a lot (relatively), but so many games utilise it that most people now have an expansion pak! If you don't want to buy one, then don't buy the games that use it and leave those of us that want the enhancements to play in peace! The expansion pak is here now: get over it!

Another New Reader

Dear 64 MAGAZINE,

I usually read NINTENDO PRO (and have done so for about two years by subscription) but then out of the blue, they sent me their usual mag, plus 64 MAGAZINE, 64 SOLUTIONS and a letter saying that they were



finishing up. They said that after their last issue they would continue to send me 64 MAGAZINE and 64 SOLUTIONS instead.

Immediately I thought that they would be sending me your mag as a cheap substitute, but when I opened it and started to read, I found myself enjoying every word. I especially enjoy reading the 'When I'm 64' section because it's interesting to hear what other N64 owners have to say. So I'm contributing too! First up... my top five N64 games.

- 1: *Perfect Dark*
- 2: *Rainbow Six*
- 3: *Resident Evil 2*
- 4: *Wrestlemania*
- 5: *Rogue Squadron*

Now, there are some things I need to know...

- 1: Will *Resident Evil Zero* come out on the N64, and if so, will it be before Christmas?
- 2: My friend Scott says you will be able to play games like *Perfect Dark*, *Goldeneye* and *Resident Evil* on the Game Boy Advance. True?
- 3: He also says the Game Boy Advance will cost only £70! Please let this be true.
- 4: I've got £50 burning up in my wallet, should I get *Winback* or wait for *Starcraft 64*?
- 5: Finally, is it true they're thinking of calling our beloved future dream machine 'Star Cube'?

Really now, I think they can do better than that.

Thanks! I can't wait for the next issue. Good work!
Ian Short, Coulsdon.

A cheap substitute? The cheek of it! We may be many things, but we're sure as hell not cheap! Anyway, glad that you're happy with us, and you may be pleased to hear that many of the old NINTENDO PRO staff are going to be writing for 64 MAG from time to time, so if you were a fan it's worth sticking around. Moving onto your questions...

- 1: We've been pestering Capcom UK about this constantly (believe us when we say that no-one wants to see *Resident Evil Zero* on the N64 more than we do!) but they say they just don't know! We'll just have to wait and see...
- 2: Presumably by this your friend means that

you'll be able to play games of the same standard on the Game Boy Advance which isn't strictly true as the GBA only has a 32-bit processor which means it still won't be as powerful as the N64. As for specific titles... we'll let you know as soon as we get any news!

- 3: The Game Boy Advance is supposed to retail at about \$90 when it comes out in the US so a price-tag of £70 over here doesn't seem inconceivable!
- 4: Well... *Starcraft 64* has moved back to next year now so it's a long time to wait but we'd say definitely worth it. *Winback* is okay but it's not a patch on *Starcraft*!
- 5: Nope, 'Star Cube' was the name used to patent the technology. The actual machine is now going to be called the 'Nintendo GameCube' because it's made by Nintendo, it's cube-shaped and it plays games - original or what?

Beat-'Em-Up Boy

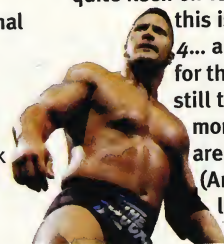
Dear 64 MAGAZINE,

Hey Nintendo magazine, I wanted to ask you why don't you make better fighting games like *Street Fighter Alpha 2* or *Dragonball Z*, because they are better

than all other N64 fighting games. But if you reply, don't say 'we have *WWF Wrestlemania 2000* one of our best fighters' because that's a wrestling game which comes under SPORTS. If you have contact with the companies such as Capcom for *Streetfighter*, or Funimation for *Dragonball Z* then please, please ask them if they can release these games either on N64, Game Boy Color or Dolphin. Otherwise I will send The Rock to give you all his finishing manoeuvre 'The Rockbottom' and then if you still don't comply I will tell him to give you all the people's elbow.

Temur Durrani, email

The Rock? Pfar! We could have him! Er... possibly. Anyway, just to reiterate something which does seem to confuse certain people: we don't make the games! As for better beat-'em-ups, well, we're quite keen on *Tom and Jerry* (reviewed this issue) and *Mortal Kombat 4*... and *Super Smash Brothers* for that matter! Oh... and we still think wrestling games are more beat-'em-ups than they are sports - so there! (American wrestling is more like a soap-opera than a real sport anyway.)



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64 sight

See the games of tomorrow today!

14 Megaman 64

15 Spiderman 64

16 Mickey's Speedway



Megaman 64

Capcom's Little Boy Blue Looking Good At Spaceworld

It has taken a long time for Capcom to decide to develop games for Nintendo again, but now that it has pledged its full support, the pace is picking up. Admittedly, *Megaman 64* is just a straight port of the two-year-old PlayStation game, but it was a solid, fun little platformer. The graphics and the frame-rate have been enhanced and the version shown at Spaceworld was definitely more promising than its E3 appearance. Aside from looking better, Capcom have added a 'random item' mode, similar to the one in *Resident Evil 2*.

As you would expect, the N64's analogue stick lends itself well to this sort of game and *Megaman* controls like a dream. There's no word on a UK release just yet – it depends on how well it sells in Japan and the US. Fingers crossed, eh? ■

MEGAMAN

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Capcom
Capcom
TBA



[Right] Most of the characters in *Megaman* don't have any dress sense at all!



[Above] Why are all reporters always so happy? Perhaps it's because the camera people don't have any clothes on?

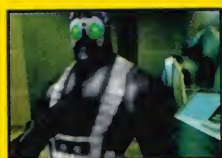


Spiderman 64

Does whatever a spider can!



[Above] In a momentary lapse of concentration, Spiderman suddenly has a flashback to his days in Ballet class!



To be a superhero, we've discovered recently, you first have to get a job as a journalist! No, really, it's true! Look at Superman: by day he's a reporter for the Daily Planet and even Spiderman was a photographer selling pics of himself in action to the papers (such a sneaky paparazzi trick). So we at the 64 MAG offices

are expecting to be bitten by radioactive head-lice or zapped with gamma radiation or something pretty-much any day now! Until then, Activision's *Spiderman 64* will have to bridge the gap.

Staying fairly close to the PlayStation version (which will please some of you out there) you take on the muscular form of the man in red and blue for tons of web-slinging, rooftop-swinging, justice-bringing action. There are fair few locations with the story taking in areas underground, overground and, erm, Wombling free! A popular trend at the



[Above] ...And that is for calling my suit "stupid looking and camp". It's absolutely the height of fashion, don't you know!

moment – stealth mode – makes an appearance here too, forcing you to trust your spider senses and crawl on the walls and ceiling to dodge whatever evil individuals lurk nearby!

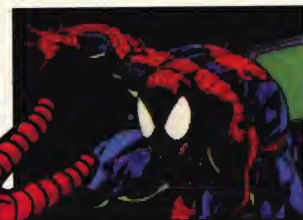
Throughout the game familiar characters are scattered everywhere, including Spidey's enemies Scorpion, Rhino and Venom whose attacks require a bit more than just a talent for fisticuffs if you want to survive! Think fast, think sneaky and use whatever objects and special skills you have accumulated to win the day!

Spiderman boasts more moves than a Seventies disco diva and the overall look seems mighty fine, capturing the comicbook-feel perfectly. Now all we can do is pray for a UK release date – come on Activision UK, have a heart! ■



A Brief History of Spiderman...

At a very early age Peter Parker was made an orphan and had to live with his Aunt and Uncle in New York (why do most superheroes live with their aunts and uncles anyway?) As he grew Peter managed to become a real know-it-all in the realm of radiation technology and sciences. Then one day, during a dangerous experiment, a spider got a face full of radiation and decided to bite Peter on the hand, which was nice! Peter felt funny after that and on the way home nearly got hit by a car. The only reason he avoided it was because, thanks to new spider-like senses, he sensed the car, leapt up onto a wall and stuck there! These new talents were soon put to good use: he made a web solution, a red and blue suit and became a bin man. The End. (That last bit was a lie.)



SPIDERMAN 64

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Activision
Neversoft
TBA



We've had Disney on Ice... now it's Disney on Wheels!

Mickey's Speedway USA



[Below] *Goofy, like a professional singer is about to "Take it to the Bridge." And check out the Statue of Liberty!*



Everyone loves a good racing game, especially one with world famous characters acting all cute and funny which is lucky because that's exactly what this is! This time, instead of a bunch of platform veterans or a family of monkeys, you get to assume the personae of those world famous Disney dudes! All the old favourites are here, including Mickey, Donald and Goofy, and they're all out for blood! Actually, they're just out for Pluto's diamond collar, which has been stolen, and so for some reason this means that our cartoon friends have to drive round and round a race track in small go-karts!

With Rare behind the wheel (so to speak) what can go wrong? So far this title is looking very nice: the graphics are smooth, it handles well and it offers players the chance to play the courses in no particular order, allowing exploration and puzzle-solving to be thrown in with the deal too! As with most games of this

kind, you can expect to find all sorts of weapons, power-ups and carefully designed short-cuts in races which take place all over the USA from the Grand Canyon to New York City.

If this game manages to be anywhere near as good as *Diddy Kong Racing* – and at the moment it's looking even better – then Rare can't fail to have another winner on its hands! The only problem we see is how Mario and company will take the

news that they might not be the best at racing any more! ■



[Below] *Unfortunately for Goofy his "It's Raining Men" chant caused nothing but a normal rain cloud. Next he's gonna try a rendition of Swan Lake!*



[Below] *They line up at the start line, engines roar, who will win? Hang on, what has this got to do with a missing dog collar?*



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PUBLISHER	Nintendo
DEVELOPER	Rare
UK RELEASE	December

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Cutthroats
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D

Dark Forces 2
Dark Seed
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Dead Or Alive 2
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Descent 2
Descent 3
Diablo
Die hard Trilogy
Discworld
Discworld 2
DoomMania
Dynamite Cop
Dynasty Warriors 2

E

EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of Sacred
Device
Expendable
Extreme G2

F

F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops 99
Full Throttle
Future Wars

G

Gauntlet Legends
Gemfire
Get Bass
Get Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2

Gundam side story 0079: Rise from the ashes

H

HardCore Heat
Hardcore Heat
House of the Dead
Immortal

I

Ishar 3

J

James Bond
Jikkoy World Soccer 2000
Jimmy White's 2: Cueball
JoJo's bizzare Adventure

K

Kessen
Killer Loop
King of Fighters Dream Match '99

L

Legacy of Kain

M

Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel V's Capcom
MDK
MDK 2
Men in Black
Metal gear Solid
Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
Mr Driller
Myth
Myth 2 Soulblighter

N

Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000

NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O

Outcast
Overseer

P

Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q

Quake
Quake 2

R

Racer
Rainbow 6
Rayman 2: The great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
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Ridge Racer 5
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Robotron X
Rogue Squadron

S

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Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
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Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
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Sonic & Knuckles
Sonic Adventure
Soul Edge
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Soul Reaver
South Park Rally
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U

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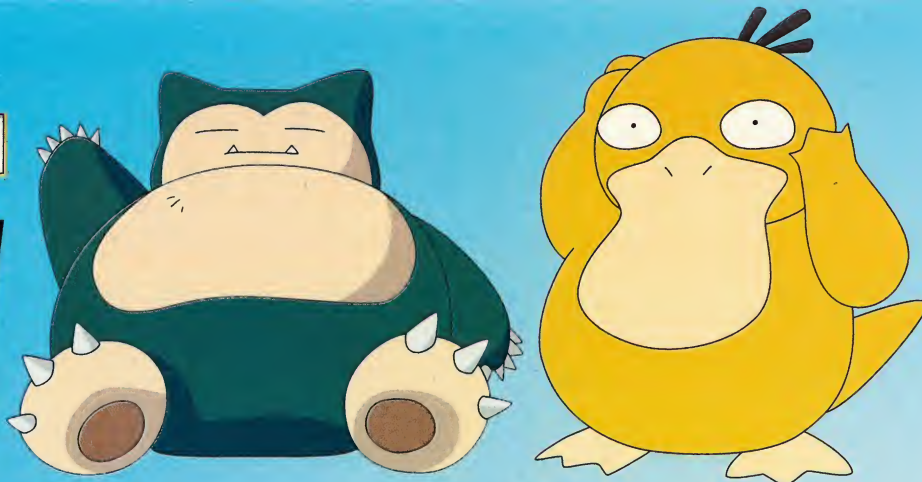
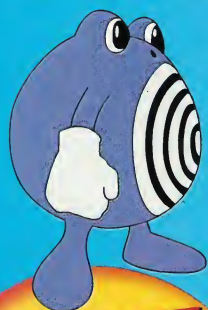
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The New HP DeskJet 840c Inkjet Printer

The Pokémon Project Studio CD-ROM





Entry Form

QUESTION ONE:

Which of these is the odd one out?

- A: Caterpie ☐
- B: Meowth ☐
- C: Bernard ☐

QUESTION TWO:

Charmander evolves into what Pokémon?

- A: Charmeleon ☐
- B: Firebroke ☐
- C: Hotstuff ☐

QUESTION THREE:

What is the name of the 151st Pokémon?

- A: Psyduck ☐
- B: Mew ☐
- C: Horsea ☐

QUESTION FOUR:

Which of these is not a Pokémon title for the Game Boy Color?

- A: Pokémon Red ☐
- B: Pokémon Green ☐
- C: Bernard ☐

FROM

Name:

Age:

Address:

.....

.....

Postcode:

Email (optional):

Since Pokémon took off to become the global phenomenon that it is today the world has been inundated with Pokémon related products which – just like the cute, furry critters themselves – have had everyone going mad in the battle to ‘catch ‘em all’. Well now we’re giving you lucky lot the chance to own even more Pokémon merchandise – in fact we’re giving you the opportunity to create your own!

Imagine it... your best mate wanders in expounding upon the virtues of his new Pokémon fluffy toilet-roll holder and stops short as he catches site of your room, packed with wall-to-wall Pokémon memorabilia including Pokémon stickers, Pokémon masks, Pokémon stationery and even Pokémon tattoos! How – you ask – can this possibly be... er, possible? Are we giving away a special Pokémon-specific magic lamp? Well... no. However we’re confident that you’ll agree that this is the next best thing: the HP DeskJet 840C inkjet printer complete with Pokemon Project Studio CD ROM.

This whisper-quiet, incredibly easy-to-use printer allows you to design and print all manner of Pokémon-themed projects which are guaranteed to impress your friends

and make you the envy of everyone in the neighbourhood.

Of course, we appreciate that many 64 MAGAZINE readers might not actually own a PC, and to be fair even though this printer is state-of-the-art, it’s not quite that state-of-the-art that it can work without a computer to drive it (not yet at least!) Fortunately though, those nice people at Hewlett Packard have already thought of this and so to sweeten the deal they’ve thrown in an HP Pavilion 8720 Home PC worth £1,200 to go with the printer package! What you actually get is a total outfit worth

£1,350 – a prize definitely not to be sniffed at!

To be in the running to win this top prize – one of the best in the history of 64 MAGAZINE as far as we’re concerned – you need to answer a few fairly simple questions for us. Once you’ve worked out the answers, fill ‘em in on the form provided together with your name and address and send them to ‘Pokémon PC & Printer Compo’, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS, to reach us no later than 30 November 2000. First correct entry drawn from the hat wins, and the Editor’s decision is final, so no arguing! ■

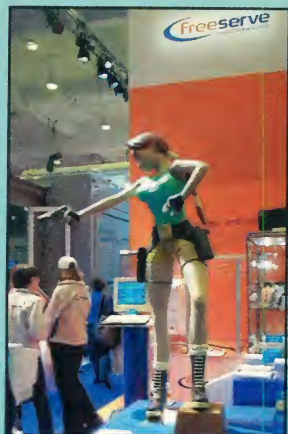


64 Magazine at the Live 2000 technology show

Live And

They Seek
Her... Here!

What is it with Lara Croft? She seems to be the exact opposite of the Scarlet Pimpernel – you know, the guy they ‘sought here, sought there, sought everywhere’ but could never actually find? Well it seems that everywhere we go, up pops Lara! Here she was advertising some kind of Internet site, we think, although we didn’t actually stop to check because we reckon she might be stalking us and that’s just scary!



From Thursday 21 to Sunday 24 September, Earls Court in London transformed from a large building with lots of empty space and some nice carpets to a large building packed to the rafters with all the latest high-tech gadgetry. That was the promise of Live 2000, the annual showcase of all that’s new and cool in the world of consumer technology.

With our love of all things cool and gadget-like, an invite to this four-day extravaganza was too good to turn down and so at 5.30am on the Thursday morning we set off for London to seek our fortunes with nothing but a sandwich and a small cat wearing a pair of boots to guide us (although... we may have

imagined the cat – it was a very early start after all).

Our quest for the show didn’t start out too well. We managed to reach the fabled city of Londinium only to find that some rather inconsiderate terrorists had rather cheekily launched a rocket attack on the ‘top secret’ headquarters of MI6 – thereby lending some credence to the novel idea of said ‘top secret’ security organisation perhaps considering having premises a little more... well, ‘secret’. As a result – those wacky anti-establishment rascals, whatever will they get up to next? – London was more or less in chaos, several tube signals having apparently come out on strike in sympathy at the harsh treatment

dealt out to poor old Reggie (as the MI6 building is known to his close friends). Thus the 64 MAGAZINE team spent rather a long time hanging out by Victoria Train Station waiting on the fabled ‘C1 bus’ (running to Earl’s Court every 12 minutes apparently and also – apparently – able to turn itself ‘invisible’ because we were there for about an hour before one finally arrived... and that one didn’t even go to Earl’s Court – talk about false advertising!)

Suffice to say, thanks to a little ingenuity, a little luck and some ‘Zen commuting’ (where you hop on the first bus that comes along, using the theory that wherever it’s going has to be better than the bus stop you’re currently standing

Kicking!



at with the two loud American tourists and the slightly deranged old person with the odd socks) we finally made it to Live 2000 just in time for the official opening. At which point we went off to find a nice cup of tea and have a sit down for a while.

Finally refreshed and feeling ready to tackle the rigors that Earl's Court had to offer, we set out through the show in search of gadgets. Surprisingly though the show wasn't quite the Aladdin's cave we had expected. The technology on display seemed mainly to fall into one of four categories: phones, cars, hi-fis and computers. Where were the matter transporters? Where were the atomic back massagers? We

couldn't even find a solar-powered mousetrap! Once, we had realised however, that this wasn't the 'mad and not actually ever likely to be invented things' show, we settled down to admire the gadgetry and discovered that some of it was rather nice! Expect to see various items turning up in the 'Not Nintendo' section before very long, but in the meantime, cast your eyes over some of the cool things that we got to play with (awful job this sometimes!)

If you fancy learning more about any of the stuff featured here, then point your Internet browser (or someone else's, it's not our phone bill after all) at www.live2000.com for the online version of the show! ■

Let's Play!

Internet gaming site Gameplay.com had a massive stand at the show which contained a whole bunch of PCs on a LAN linked up and running a first-person *Star Trek* shoot-'em-up (if you've got a PC then you probably already know the name, if you haven't then you won't care!) We snuck in to have a quick go – obviously expecting it to be rubbish because nothing beats the N64 – but rather surprisingly it was great fun. Even more surprisingly, we kicked the other (presumably experienced) PC gamers' collective asses! Just goes to show that all that *Goldeneye* and *Perfect Dark* deathmatching does pay off!



Gameplay's area was protected by green death lasers! That's a little extreme isn't it chaps? We only wanted a quick play!



Hello this is Directory Enquiry. I'm your operator Roy... which number do you require?

Gadgets

Here's just a small selection of the things we saw at the show!



[Above] Now this is what you call a serious car stereo! The entire boot becomes a state-of-the-art sound system. Cool!



[Left] The gaming chair. With speakers all over it and a built in vibrate function, this is one of the ultimate gaming accessories – nice!



[Above] This is a combined watch and MP3 player! Tell the time to music! Cool...



[Above] Not really the height of technology these, but they look nice.



[Above] These guys have invented some 3D glasses for PC games.

[Right] A small phone. It's... erm, small. And a phone. What else can we say? Not much actually, because the salesperson took it away just after we snapped this photo.



[Above] We've heard of big-screen TVs, but this is ridiculous! Okay... so it's difficult to tell from this picture, but this TV was almost as tall as Roy!



[Above] Um... for some reason this football game was at the show. We're guessing it had cybernetic players or something.



[Above] Now this is what every car needs...TVs in the headrests!



[Above] This is currently called the 'screen phone'. It's full of cool features.



[Above] Check out these Sony DVD players! Could they get any smaller?!

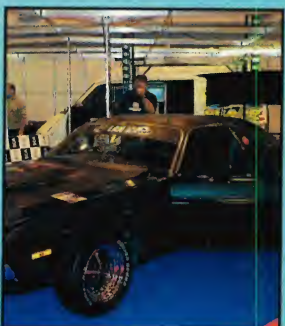


[Above] Now this is what we call a videocamera! You can keep your palm-sized models, we want something hefty!



Hot Wheels

One thing we didn't expect to find at Live 2000 was cars, and yet there were a surprisingly large number of rather nice ones! Some stands seemed to be using them to attract punters in the same way that other stands used scantily-clad girls... some stands had cars and girls, hurrah! Here is one of the coolest (coolest cars that is, not girls... girls have less wheels to help you tell the difference).



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P2

The ultimate magazine for the ultimate games machine

Sony's new PlayStation2 arrives on 24 November...

Are you ready?



P2 is the only magazine you need. The first issue hits the shelves on 27 September and guarantees...

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27 SEPTEMBER 2000

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Licensed

Behind closed doors at Eurocom for *The World Is Not Enough*

Since Goldeneye, N64 gamers the world over have been crying out for another Bond game. Well, it's been in the works for a long time but now it's just about here and it promises to be hot as radioactive chilli sauce! Be warned though... the following information is For Your Eyes Only!

Who'd of thought it? As we were growing up, the closest any of us got to playing Bond was during school break-time when it simply involved beating up your best mate with imitation Karate chops to the neck and then sauntering away, humming the Bond theme tune. How things have changed. Now, thanks to that lovely mistress we call technology, any of us can don the tuxedo and Walter PP7 (it's a P99 now, actually – Roy) and take on all manner of enemies, all thanks to a black console, a cartridge, a bunch of carefully arranged polygons and a joypad... Which brings us rather nicely to the N64's forthcoming Bond release, EA's *The World Is Not Enough*... Yes, yes, we all know that Rare

seems to have some kind of Midas touch when it comes to games and especially 'that' Bond licence, but now Eurocom is singing, "Anything you can do, we can do better!" as the long-awaited true sequel to *Goldeneye* finally appears on the horizon. Can they finally silence all those cynics who say that *Goldeneye* can never be bettered? We'll know soon enough!

Come with us, if you will, to a wonderful, magical place where dreams can come true: Derby! Before you cry out "What the bloody hell are you on about? Derby? We thought you meant Disneyland or something", come closer and read carefully a tale of teamwork, naked ambition and vodka Martinis, shaken and not whisked in a blender!

Somewhere top secret (yeah, right!) in Derby is a building that houses a bunch of top developers currently working day and night to slap the final touches on the quite amazing-looking *The World Is Not*



To Thrill!!



[Above] Those X-ray specs: discover who has a weapon, who is holding secret documents and who is wearing a push-up bra!

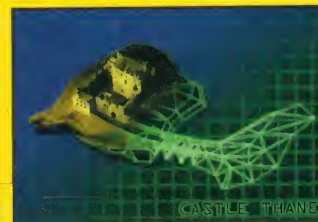


Enough, and it seems – for the moment at least – that these hard working chaps are on to a winner. Eurocom developers have been all too aware of the

critical autopsy that their game is likely to attract, mainly because of the high standards it has to live up to and partly because of the mauling *Tomorrow Never Dies* received on the PlayStation. So, what are the odds of Eurocom improving on all the strongest

Bloody Tourists!

If you do get time to sightsee then you'll be able to gaze in awe at some of the wonderfully rendered "exotic" locations. *The World Is Not Enough* is supported by an Expansion Pak that enriches environments such as the London Underground and the Caucasus Mountains. All in all the whole thing is looking like a veritable first-person paradise that no one will want to be rescued from!



[Below] Time to kill in London? If you do why not take pot shots at terrorists, taxi drivers or even fire a rocket launcher at MI6 HQ



Backwards Compatible!

Although the last three Bond films have been made into games we tend to forget

that there were a few more of the franchise knocking about that we,

personally, would like to see made into new games. Here's our top three:



Licence to Kill

Imagine it, Bond as Fleming intended. Hard, cool and more of Q than in any other film. This first-person perspective game would send you into heavily guarded drug factories and, in the end, would have you behind the wheel of a great big juggernaut avoiding narrow curves and deadly missiles!



Moonraker

Get to wear a safari suit one moment and the next find yourself in a spacesuit, blasting lasers, fighting Jaws (the guy, not the shark) and making some

very weak sexual innuendo along the way! Bond in zero gravity? Very interesting idea that!



You Only Live Twice

The ultimate in what Bond is all about. Boat chases, stealth (especially if you get to train and become a ninja), lovely ladies and, of course, a huge underground lair

built inside a volcano with more bad guys than you can shake a newly-upgraded Walther P99 at!



[Above] Skiing down hill is tough enough, but trying to shoot the enemy whilst avoiding obstacles is just taking the mickey!

points of its predecessor whilst simultaneously learning from the mistakes of others? At the moment the odds are definitely favourable! Why do we say this? Maybe it has something to do with the simple fact that 64 MAGAZINE has had its dirty, filthy, nasty hands all over the latest playable code and also managed to meet those fine upright citizens behind the game for a good old chinwag!

Turning up fashionably late 64 MAGAZINE arrived at Eurocom HQ after a train journey that was about as stressful as Tom Cruise's in *Mission: Impossible*. Ushered into a room with a big TV screen and a large table, our punishment for turning up late to this sneaky peak of *TWINE* (as it shall be referred to for the rest of this article) was to go head-to-head with its creators for an extraordinarily unfair bout of deathmatch action! Naturally, we got our butts well and truly kicked (but, hey – these guys invented the game, after all!) After licking our wounds though we got to jump feet first into the game and explore for ourselves. Even from this brief glimpse of what *TWINE* had to

offer, it showed us that it was far more than a match and possibly even greater than *Goldeneye*. (Surely a statement like that deserves an exclamation mark – Roy). It definitely left us with a massive appetite for more and a lovely warm feeling in our bellies.

Eventually though, we were dragged off (kicking and screaming) so that we could have a chat with Tim Rogers and Bill Beecham from *TWINE*'s development team! To get the top-secret information we desired, we trapped them in our own custom-made interrogation room, with two-way mirrors and everything! We made them sweat and aggressively forced the answers out of them, which was rather unfortunate because they were actually very willing to help and couldn't understand why we were being so cruel! If this interview doesn't make you hungry for the finished product then you're obviously as mentally twisted as Blofeld himself!



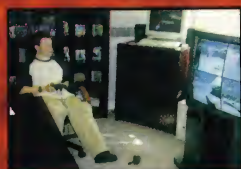
[Below] This guy isn't a terrorist, no way! He just bought the last Crunchy Bar from the vending machine and now you are very mad!



[Below] Britain's Most Wanted: Known to work for Eurocom these guys should be considered not at all armed or dangerous!



[007]
Tim Rogers and
Bill Beecham
are part of the
The World Is
Not Enough
development
team at
Eurocom...



[Above] Left to his own devices, Paul sat alone and quite happy shooting at the baddies on the screen. They found him there 17 hours later.

[Below] "...and this is a controller. You press the buttons like this and things on the screen move! No, I won't slow down a bit!"



64 MAGAZINE: Whose voices actually appear in the game?

Bill/Tim: Most of the voices are actors from a number of agencies, who have done a really good job of bringing the characters to life. We were also lucky enough to have John Cleese do a couple of recording sessions just for the game, so there is a lot of dialogue from him in there too.

64 MAGAZINE: How much collaboration was there between Eurocom and MGM, the owner of the Bond franchise?

Bill/Tim: MGM and Danjaq were very helpful. We visited Pinewood while they were filming the final sequences to take a look at the sets and production models. They also supplied a huge quantity of photographs for reference, which allowed us to really get the levels in the game looking just like the sets in the film.

64 MAGAZINE: *Tomorrow Never Dies* on the PSX came in for a lot of criticism, what mistakes from that game were you able to avoid?

Bill/Tim: Well, we weren't involved with making *TND*. We did take a look at it, and realised that we wanted to concentrate on a first-person game rather than trying a hybrid of styles.

64 MAGAZINE: Are there any major influences (from other similar games) in *TWINE*?

Bill/Tim: Obviously we looked at previous Bond games, as well as a lot of other first-person action and espionage games on the N64 and other consoles. We're big fans of PC games as well, so there are probably influences from various PC first person shooters in there.

64 MAGAZINE: What was Eurocom's main objective?

Bill/Tim: We wanted to do more than simply re-create previous games. We looked at the good things about previous Bond games, and tried to build on those strengths while at the same time developing other areas of the gameplay. The character of James Bond is not just about shooting hordes of bad guys:

we were keen to develop the stealth and espionage aspects too. The film has a huge range of situations and some great action sequences, and we wanted the player in the game to be able to do everything that Bond does in the film.

64 MAGAZINE: What special treats can we expect to see in the game that will make sure it's a cut above the competition?

Bill/Tim: You are James Bond – isn't that enough? The great thing about developing for such a strong franchise is that you have this great world to play with. Bond villains are really evil; Bond girls are really beautiful. When you combine that with the most powerful engine yet developed on the Nintendo 64, there really is absolutely no substitute.

64 MAGAZINE: What elements are you proudest of?

Bill/Tim: I guess we feel most proud when we show people the game and they tell us that they can't believe it's running on the N64. The size of the playing area; the amount of detail in the levels; the special effects like the reflective floors and particle explosions; the amount and quality of the speech in there... all this and without the game slowing down. We put a lot of effort into making sure the game is always smooth and playable, rather than over-stuffing it with features which made it too slow or locking off half the game to people without the Expansion Pak.

64 MAGAZINE: How "interactive" is the game? Is there much room for any exploration?

Bill/Tim: The game is very interactive. For example, there are supporting characters throughout the levels who will react to you differently depending on how you behave. If you run into the bank with your gun drawn, the security guards will run and trigger the alarm, while the cashiers will put their hands up and beg you not to shoot. When you're sneaking through a forest at night, the guards will use field radios to call for backup if they spot you, but if you're smart you can creep

up and disable the radios first. As to how much exploration is possible, it varies from level to level. If it's a race against time as you chase a traitor across the rooftops of Istanbul or try to prevent a nuclear meltdown, you don't have much time to go sightseeing. When you're trying to sneak undetected through the gardens of Elektra's villa or get through a moonlit forest to a remote military airstrip, you'll need to explore as much as possible in order to find the best route to success.

64 MAGAZINE: What special multiplayer options are there?

Bill/Tim: There are all the 'standard' multiplayer games – Capture the Flag, King of the Hill and so on – plus a lot of extra Bond-related options: Uplink, where you compete for control of satellite dishes transmitting secret data; or Golden Gun where you have to beat the other players in a race for all the pieces of Scaramanga's famous gun and put it together to create the ultimate multiplayer weapon. Then there are the customisable settings – you can choose to play with covert operations weapons only, or explosives or automatic rifles only, and so on. The Bots also need a special mention: you can play against any of the characters from the game (and that's a lot of options) and their personality and performance varies depending on who they are. So for instance... you choose to fight Renard, and you know he's going to be a tough and evil opponent. It's part of the strength of the franchise again – people can recognise characters and know what kind of Bot they would make. This is especially true when you start unlocking the bonus characters, we've put a few favourites from past Bond films in there too, and they really make for some tough games.

64 MAGAZINE: How hard was the game to put together?

Bill/Tim: We started working on the engine about a year before we began developing *TWINE* itself, and then we had about a year and a half to get the game designed and built. It was hard work, but it was fun too, and definitely worth it. ■

Handheld

Okay, okay, we know that we're a bit late with this feature, but we had so much other stuff to tell you last issue (ECTS and Gamecube!) and we think you'll agree that it was worth the wait! Thursday 24 August was one hell of a day for Nintendo – not only did it announce Gamecube, it also announced the long awaited successor to the Game Boy, the Game Boy Advance. The next four pages detail everything that we know (so far) about the system and its games!



Vital Statistics!

As our regular readers will know, we don't like to waste valuable space printing pointless reams of techno-babble (we leave that to dull, arty, multi-format mags). Below are the snippets that you need to know... IN ENGLISH!

Screen Size
40.8mm x 61.2mm

Unit Size
82mm (h) x
144.5mm (w) x
24.5mm (d)

Available Palette
32,000 Colours

Main CPU
32 Bit RISC CPU

Batteries
2 x AA Batteries
(15 hours of life)

Price
9,800 Yen
(around £100 when
it comes out)

D-pad

The D-pad used for the SNES and the N64 controllers was – and still is – the best method for playing 2D games. So it makes sense that Nintendo would want use it for its new machine – precision control is here again!

Link Port

Those of you who read our Gamecube feature last issue will know that the GBA can link up with its big brother. It can be used as a control pad or even to download information in a similar style to the Game Boy Transfer Pak.

*(left) Just think...
you need never
actually buy any
Gamecube
controllers!*



Heaven



Shoulder Buttons

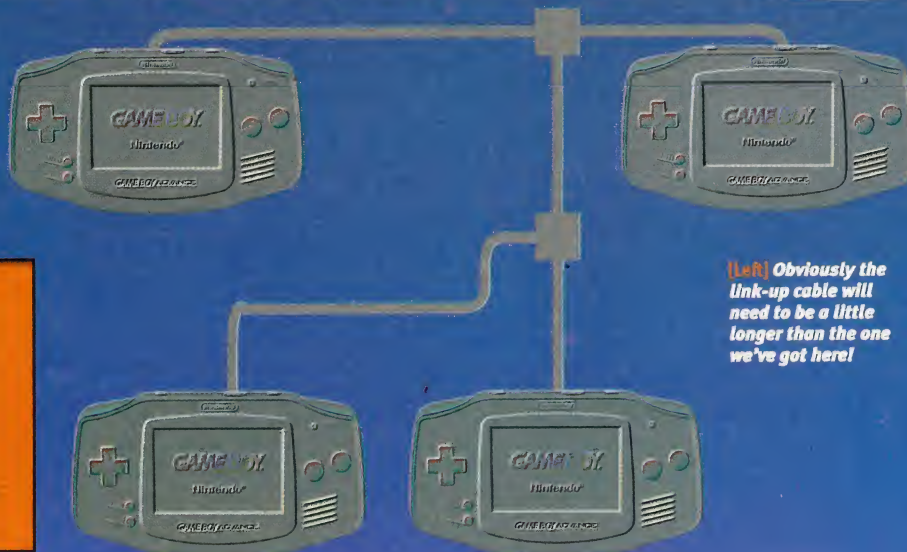
The GBA has two shoulder buttons, labelled 'L' and 'R'. These are perfectly placed – your index fingers fit snugly around them. In this respect, the unit feels like a slightly larger version of the SNES controller. Great!

“plugging the GBA into its big brother will allow you to play GB, GBC and GBA games on your Gamecube!”



Four-Way Fun!

As well as being compatible with three other Nintendo machines, the Advance can also link up with three other GBAs! The four player link-up mode was in full force at Spaceworld and ECTS, with *Mario Kart* being the game to really show it off. This will be awesome for when you're stuck on a train or a coach with some friends!



(L&R) Obviously the link-up cable will need to be a little longer than the one we've got here!

Action Buttons

The main action buttons on the unit are the 'A' and 'B' buttons. These control the most important functions, like jumping, talking or shooting. Two buttons might not seem like much, but Mr Miyamoto seems to think that even one button would be enough! Who are we to argue with a gaming God?

On The Way...

Here's a list of all the games that have been officially confirmed. Expect loads more to be announced between now and Christmas!

DEVELOPER	TITLE
Activision	Vigilante 8: Second Offence
Activision	Star Trek: Invasion
Activision	Tenchu
Capcom	Megaman EXE
Crawfish	Doom Advance
Epoc	Doraemon
Hudson	Pinobee
Hudson	Momotaro Matsuri
Hudson	Hatena Satena
Hudson	Morita Shogi
Hudson	Bomberman Story
Imagineer	Hello Kitty
Kemco	Top Gear GT
Kemco	Tweety and the Magical Jewel
Koei	Winning Post
Konami	Wai Wai Racing
Konami	Silent Hill
Konami	Golf Master
Konami	Castlevania
Konami	Star Communicator
Konami	Mail de Cute
Konami	Monster Breeder
MTO	Pocket GT
Nintendo	Kuru Kuru Kururia
Nintendo	Golden Sun
Nintendo	F-Zero Advance
Nintendo	Game Boy Wars
Nintendo	Tactics Ogre Gaiden
Nintendo	Horse Racing
Nintendo	Fire Emblem
Nintendo	Yoshi's Story
Nintendo	Magical Vacation
Nintendo	Wario Land 4
Shin'en	Iridion
Sunsoft	Looney Toons
THQ	Star Wars
THQ	Indiana Jones
Ubisoft	Rayman
Ubisoft	Donald Duck

It's Raining Games!

It goes without saying that the graphics and sound are going to blow everyone away, but at the end of the day, a console's success comes down to the games. Luckily, developers around the world agree with Nintendo's bullish attitude towards its baby's future – support is coming in at a ridiculous rate and there are literally hundreds of games currently in development. Various developers have even spoken out about how excited they are and how pleased they are with the hardware. This, and the fact that the cost of developing a GBA game is minuscule compared to any other console, boils down to one thing: GBA will be

treated to any game that's worth playing – granted, it also means that the market in all probability will be flooded with a sea of sludge-titles but then that's why we'll be here to help you filter out the rubbish!

The screenshots on this page are everything that we have to offer you so far, after all, the machine was only announced a short while ago! Even though the titles are very early on in their development cycle, they already look amazing! The RPGs are definitely up there with the PlayStation's graphics, in fact, some of the pseudo-3D effects make these GBA games look as good as some N64 titles!

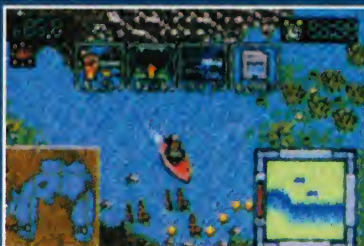
All Star Racing



Castlevania



Bass



Bomberman Story



Doraemon



Zero



Tactics Ogre Gaiden



Game Boy Wars



Golden Sun

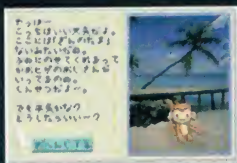


Golf Master

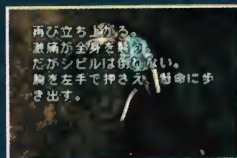


Mail de Cute Pinobee Quest of The Heart

Mario Kart



Silent Hill



31

Dreaming Of Advance...

H Here at 64 MAGAZINE we all remember the good old days of the SNES and the many wondrous games that it brought us. We're all drooling at the thought of getting our hands on this SNES-like piece of kit, but we can't have it yet, so the only way to keep us from going stark raving mad is to spend our time dreaming about what we could be playing. Here are our dream GBA games!



Roy

What word best describes how excited you are about GBA?

P-H-W-O-R-R-R-R!

Who's the greatest, Shigeru Miyamoto or SuperTed?

Who the hell is SuperTed?

If you could have any game on your GBA, what would it be?

Elite. Without a doubt. No questions asked. That'll do nicely, thank you very much. And it'd have to be the original version to, not the dodgy sequel, although obviously they could upgrade the ship graphics and the weapon effects. A guaranteed blockbuster title, and no mistake!

[Above] Roy has always fancied joining the 'elite', but has had to make do with the game.



Chandra

What word best describes how excited you are about GBA?

Cowabungaaaahhhh!

Who's the greatest, Shigeru Miyamoto or SuperTed?

Don't even go there – that's not a fair question!

If you could have any game on your GBA, what would it be?

A revamped version of Final Fantasy VI. I'd search for the longest train journey in the world just so that I could plonk my bum down in the corner, stick my headphones in and drift off into Squareland.

[Above] Elemental magic makes Chandra tick, which is highly evident in his hair-style!



Nicky

What word best describes how excited you are about GBA?

Coooooolio!

Who's the greatest, Shigeru Miyamoto or SuperTed?

Er... I'd have to say Shigeru Miyamoto 'cause SuperTed wore red pants, ergggghh! Mind you, I don't know what colour pants Shigeru Miyamoto wears...

If you could have any game on your GBA, what would it be?

Abe's Exodus pleeeeeease... pretty pleeeeeease! Yeah? (More begging continues for several minutes.) "Hello...follow me..." I love Abe.

[Above] Designer chick Nicky is a bit of an 'Oddworld' fanatic – we reckon she fancies Abe!



Paul

What word best describes how excited you are about GBA?

Supercalifragilisticexpialidocious!

Who's the greatest, Shigeru Miyamoto or SuperTed?

That all depends upon whether Shigsy can beat Texas Pete in a fight!

If you could have any game on your GBA, what would it be?

Either... A: A decent Simpsons game for a change (similar to the arcade game that was banging around a few years ago) or B: A damn fine Tomb Raider/Mario Land All Stars platform game! Oooh, I'm salivating already!

[Above] Thoughtful, sensitive Paul always fancied himself as a bit of a Bart Simpson!



**WHAT'S
REVIEWED
IN THIS
ISSUE!**

reviews

64 MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

PLAYERS

The number of people who can play the game.



EXPANSION PAK

Does the game have Expansion Pak's extras?



RUMBLE PAK

Can you plug this in to shake along with the game?



Publisher	Who sells it
Developer	Who wrote it
Game Type	What type of game
Origin	Country it was written in
Release	When is it out?
Price	See if you can guess?

\$64,000 QUESTION

This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.

MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

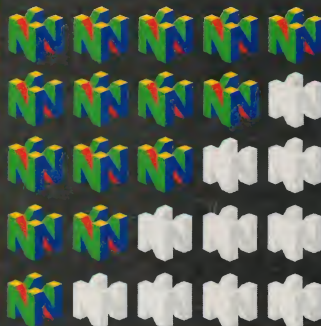


Tom And Jerry: Fists Of Furry

Forget everything you thought you knew about beat-'em-ups because the world's most famous cat and mouse duo are back... and they're fightin' mad!

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!

42 **San Francisco Rush 2049**



The first two games were great, but is it a case of third time even luckier for latest Midway racer?

54 **Batman Of The Future**

Dinner dinner dinner dinner... Batman! The futuristic incarnation of everyone's favourite Dark Knight gets to strut his stuff!



REVIEWS

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64 **BOTTOM LINE** CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

33

48 **Donald Duck: Quack Attack**



He's mad, he's bad, he's dangerous to know! He's also rather difficult to understand. Donald Duck waddles onto the N64 for some seriously madcap 3D platform action.

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE

%

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

THE FINAL SCORE

95%+



Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.



Tom And Jerry: Fists Of Furry



MEMORY OPTIONS

- **MEMORY:**
Saves to cart
- **CONTROLLER PAK**
Not used



NINFO	
→ PLAYERS	
→ EXPANSION PAK	
→ RUMBLE PAK	
Publisher	Ubi Soft
Developer	NewkidCo
Game Type	Beat'em-up
Origin	France
Release	8 December
Price	£29.99 (TBC)

These guys make Itchy and Scratchy look like Boy Scouts!

This year has seen a very special anniversary. Sixty years ago last February the world was introduced to a cat called Jasper and a small mischievous mouse in a cartoon called *Puss Gets The Boot*. That cat went on to become a well-known moggy named Tom and the mouse (of course) was Jerry. Since that first animated escapade all those years ago Tom and Jerry have appeared in well over a hundred different cartoons (and we're talking about the original, incredibly amusing episodes, not the slightly dodgy more recent versions) of which thirteen were nominated for Academy Awards, with seven ending up winners! Now after thrilling more

than three generations of kids with their comic violence Tom and Jerry have finally made their way to the N64. And without wanting to play this up any, it's almost as if their whole career has been leading up to this very game!

Tom and Jerry: Fists Of Furry is a beat-'em-up like nothing you've ever seen before. Well... okay, so it does look a little like the Dreamcast game *Powerstone* but then it's doubtful that many N64 owners have Dreamcasts and anyway, this game is so much better than *that* title that it's practically in a different genre!

The plot is simple: there isn't one. No "Jerry's cheese has been stolen and he must defeat the dastardly

Tom and his buddies to get it back". No "Tom's been sent to the pound and only his little mouse friend Jerry can get him out". No pointless plot. No meaningless scene-setting. This game is about one thing and one thing only: fantastic gameplay.

Tomfoolery!

Now if you're one of those people who pays attention to our Ninfo box (we know there are a few of you out there somewhere) then you'll have noticed already that this game only supports two players. To be totally honest, when we realised this we were a little disappointed and there was much a-muttering and a-moaning about how it would have been nice for the developer to have included a four-player option, because that is – after all – why the N64 has four controller ports. But then we played the game, and do you



[Above] Come up to the lab and... see what's on the slab... I see you shiver with anticipation! Ahahahahahahahahaha!



[Above] Come on then! Spill my pint will you? Nobody – and I mean nobody – messes with my alcoholic beverages!



[Above] Tuffy appears to have taken time out for a 'light snack', giving Tom an opportunity to grab the power-up icon.



\$64,000 QUESTION

- ✦ As close as you can get to the actual cartoon
- ✦ Fast and furious
- ✦ Great characters
- ✦ Superb audio
- ✦ Highly responsive controls!
- ✦ Gorgeous interactive levels
- ✦ Tons of weapons
- ✦ Insanely addictive gameplay
- ✦ Great fun to watch as well as to play
- ✖ Should games really be this addictive?
- ✖ Er... you don't get to win money by playing it?

know what? More than two players would just be wrong! The reason for this? Quite simply, *Tom and Jerry: Fists Of Furry* is the closest thing there has ever been to an actual interactive, intensely playable, real, live, *Tom and Jerry* cartoon!

Think on it for a second. What do *Tom and Jerry* cartoons consist of? Basically they're action all the way with as many visual gags as it is possible to squeeze into about seven

minutes of animated excellence. And that action involves – more often than not – just two characters. Okay, occasionally cameo characters pop up and join in for a chase or a frying-pan battle or something, but the majority of the action in a *Tom and Jerry* cartoon involves... Tom and Jerry.

And this is exactly what Ubi Soft have got here. From the moment you

start the game you're thrown into a pitched battle with your opponent which quite literally never loses

momentum. The object of the game is simple – bash,

smash, crush, singe

and generally smack hell out of the other player (be they CPU or fellow human) until they give up the ghost and fall over. It's nothing more mentally taxing than that, although don't fall foul of the misconception that this game is simple, oh no! Like other beat-'em-ups, the character you choose influences how you play the game and there are all sorts of special moves to be uncovered if you want to become the master of this title.



[Above] Oil! Tuffy! I'm trying to squash you with a chair, so you could at least have the decency to stand still for a second!

Bombs Away!

The weapons that appear in the game are different for every level. Certain levels have explosive weapons like dynamite or – in this case – a bomb. Explosive weapons are very effective but they have a very large blast radius, so you don't want to stand too close when they go off...



Duckling has a bomb, Spike has a deckchair. Who do you reckon is going to come off worse in this showdown?



Unfortunately Duckling was standing too close to his own explosion, so both characters end up with their butts on fire!

Cartoon Comedy

Of course, this being a *Tom and Jerry* game, the 'special moves' probably aren't what you're used to. Instead of having a list of various punches, jumps, kicks and strikes as long as your arm which only the most anal (and, it must be said, socially-deprived) gamers are ever going to learn, the special moves in this game are instead achieved through the use of a multitude of objects that can be found lying around on each level.

Each arena takes the form of a familiar *Tom and Jerry* setting. There's a living room, for example, and a kitchen, and a yard... you get the idea. Each of these areas is packed full with a variety of themed furniture, so the yard has plant pots, a bench and various garden ornaments while the more exotic arena set on a cruise ship contains deck chairs, life-belts and other nautical knickknacks – you get the general idea. In addition to this a collection of different and far more blatant weapons also materialise during the course of the game. These could be anything from a simple rolled-up newspaper, to



something far more incendiary. The result is that at any one time you've usually got access to about ten different potential weapons.

Assault 'N' Cattery

These can generally be divided into two categories: projectile weapons and striking weapons. Projectile weapons include most of the furniture and various special items including eggs, fruit and even an iron! No matter what size your character is they can pick up and throw any moveable

object, although the smaller characters can't move very fast when they're holding a heavy object – but we'll come to that in a moment. Oh... and you can also catch objects that are thrown at you and throw them back – if you time it right! Striking weapons consist of blunt and sharp instruments and are basically used for whacking the other player. As a rule these weapons usually have three 'hits'. This is indicated by three circles just below your character's energy bar and it means that once



[Above] Tyke the perky puppy sweeps home to a dazzling victory over the forces of evil. Now he truly is a Jedi Master...



[Above] Well I know I'm good, but perfect? You really think so? I mean, really? You're not just saying that or anything?

Lights, Camera... Destruction!

Every arena in the game has interactive scenery which is just one of the many elements that enhances the humour and the playability of the whole thing. Particularly amusing are the things which drop onto the characters' heads...



In the yard Tom falls foul of a bee hive which is hanging from the house. This would have been the height of fashion in the swinging Sixties!



Poor little Tyke stands in the wrong place on the cruise ship level and gets the ship's bell on his head as a result. Poor little fella!



Jerry manages to hit the oft-referred-to 'barn door' with a projectile and Tom gets squashed flat by the crate dangling from it.



Tyke's really not having a good day – this time he was hanging around in the corner of the lab and someone dropped a bottle on him!



The mantelpiece above the fire in the lounge looks like a fairly safe place – except for the large moose's head on the wall that is!

Teamplay Mode

If you manage to unlock all the characters and then finish the game with the last one (that's Spike by the way) then you unlock a hidden 'Teamplay' mode. In this mode you choose five different characters for a non-stop battle. Each time one character is defeated, another takes their place, but the victorious character's energy isn't replenished. This mode isn't anything tremendously original, but it's still great fun all the same!



you've collected the weapon you get to smack your opponent three times with it. The only time you don't get three hits is when the other player manages to clobber you with their bare... er, paws (or wings, if you happen to be playing as the duckling). If they succeed in doing this then you lose your weapon.

Feline Fun

So everything's fairly straightforward so far, right? Throw things, whack things, sounds pretty simple, yes? Well that's because it is. However, you're not going to get far in this game without learning about the characters. Basically there are seven characters in all, Tom, Jerry, Spike (the Bulldog), Tyke (Spike's son), Duckling (er... the duckling), Tuffy (Jerry's little nephew) and Butch (the alley cat). When you first start the game only three of these are unlocked, Tom, Jerry and Duckling, but you come across the others



during the course of the game. All the combatants have different traits. They vary in size, strength and speed and these attributes are balanced incredibly well so that every character has a chance of winning the round and no character is particularly better than any other – once you've learnt how to use them that is.

Because on the face of it some characters do seem to be a lot more 'handy' than others. Spike for instance is incredibly strong and very good with his fists. This means that



[Above] Yes, there are very few things that scare us in the 64 MAGAZINE office, but we're fairly sure that a little yellow duck with a bloody great hammer would unnervise anyone!

Da Big Boss!

Once you've fought your way through the various rounds of the game you get to take on a special boss character. This is either Tom or Jerry – but with a difference. The Jerry character is the one from the cartoon *Dr. Heckyl and Mr. Mouse* (1947) in which Tom tries to poison Jerry, but the poison – instead of killing him – causes Jerry to grow to an enormous size at various intervals. The Tom boss character repeatedly turns invisible which is

actually a lot more annoying than it sounds. We tried to track down the cartoon this came from but the best we could do was the one where Jerry falls into invisible ink (*The Invisible Mouse* – 1947). We reckon that this cartoon is what the Tom boss is based on, unless anybody else knows different?



Dramatis Personae

If you're a *Tom and Jerry* fan then you'll already be familiar with these guys, but in case you're not: here they are! If you fancy getting a little more info and you've got access to the Internet, then check out the Tom and Jerry Cartoon Information Site at: <http://www.geocities.com/Hollywood/6859/tj.html>



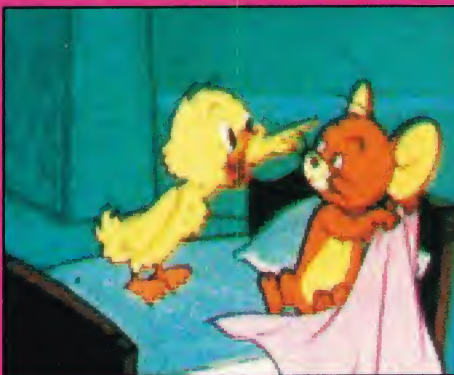
Tom And Jerry

The dynamic duo's first cartoon appearance was in 1940 in *Puss Gets The Boot*, although in this first picture Tom was actually called Jasper and Jerry doesn't seem to have been given a name at all!



Spike And Tyke

Spike first strolled onto the *Tom and Jerry* scene in the 1942 cartoon *Dog Trouble*, although he was originally called Butch (like the alley cat). His son Tyke didn't appear until 1949, his debut picture being *Love That Pup* (in which he was initially called, not surprisingly, 'Pup').



Duckling

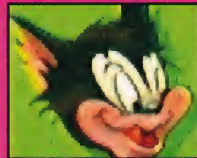
Despite appearing in many *Tom and Jerry* cartoons, this little fellow never seems to have had any name

other than just 'Duckling'. He first ran into Tom and Jerry in 1950 in the cartoon entitled *Little Quacker*. Although he's usually yellow, he also turned up on one occasion in green – looking disturbingly like Orville – and spookily enough, a green outfit is in fact his alternate appearance in the game – talk about attention to detail!



Tuffy

Jerry's little nephew Tuffy was first introduced to us in *The Milky Waif* (1946) as a little mouse who couldn't stop eating and went by the name of Nibbles. He's basically a little grey version of Jerry with a nappy.



Butch

Alley-cat Butch has been in numerous *Tom and Jerry* cartoons, but his first appearance was in *Springtime For Thomas* in 1946. He looks a lot like Tom and in the game has pretty-much the same abilities too.



while he *can* be punched, generally in a one-on-one bout of fisticuffs he usually gains the upper hand so if you're playing against him it's a good idea to keep out of his reach. Similarly Tom is stronger than Jerry, but Jerry is much faster than Tom. As a general rule, the bigger and stronger a character is, the slower they move and the smaller and faster a character is, the weaker they are and the less effective they are with their bare hands. The only real exception to this is Tyke, who – being Spike the bulldog's son – is fairly handy with his fists, despite his size.

Terrible Twosome!

Size and strength translates into differences in weapon usage too, and this is what we were talking about when we mentioned learning the special moves. Each character's abilities make them particularly effective with different weapons. Spike for instance – due to his fantastic strength – is very dangerous with striking weapons. If he's facing off against one of the smaller characters (Jerry, Duckling or Tyke) he becomes particularly deadly, and can in fact win a match with just three strikes. Jerry on the other hand is very fast on his feet and thus is great with small projectile weapons but not so effective with striking weapons, unless he happens to be facing another small character. He can use the larger projectiles like chairs and benches, but he has the disadvantage due to his size that picking these things up makes him incredibly slow so he needs to grab and lob them fairly sharpish if he doesn't want to become a sitting duck (so to speak).

These differences are readily apparent when you get into the game proper and your strategy for each match must be developed according

SPLAT!

Spike is not a character to mess with when it comes to one-on-one unarmed combat, particularly if you're a little character. Witness: Jerry becomes a mouse pancake!



[Above] The kitchen is one of the most satisfying places that you get to fight in. There are all sorts of sharp objects in here!



[Above] Poor little Duckling isn't faring too well against that big bully Spike! The little fella's just been clocked by the ship's bell.



[Above] When a character ends up with an object on their head they get paralysed for a few vital seconds which can come in handy.

to which character you're playing and which you're taking on. If you're playing as Jerry and going up against Spike for instance then you need to stay well away from the big bulldog and hit him with lots of projectiles. If you're Tom taking on Duckling however then you want to get in close and use your fists and also try and get hold of a few striking weapons. Without these strategies you find that even on the easiest difficulty setting you quickly start to get creamed by the CPU opponents.

In addition to the furniture and the additional weapons that crop up on each level there are also special powers available. By grabbing the question mark which appears in various parts of the arena your character is endowed with one of four different attributes. Three of these are beneficial (shield, invisibility and power-up) and one is detrimental,

being a kind of plague virus which drains your power. These powers can come in incredibly handy but can be a nightmare if the opposing player gets hold of them first. If one player is close to winning and the other player suddenly gets hold of a shield then the tide of the battle can turn pretty fast indeed! You can't even just rely on getting to the special power icon before the other player either because you've got a one-in-four chance of getting the plague power-up and if you're low on energy, then collecting this could finish you off!

Highly A-Mousing!

Everything about this game has been well thought-out and carefully designed to give gamers the most *Tom and Jerry*-like playing experience possible. The scenery on each level is attractive and nicely designed and best of all it reacts to the action on-



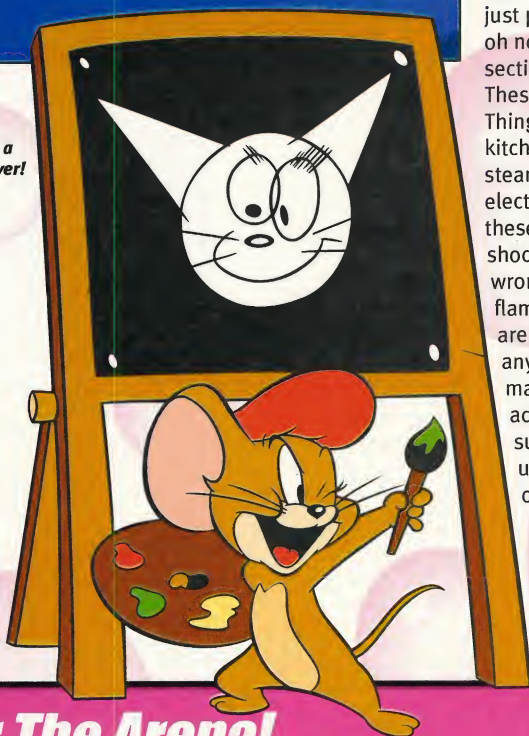
[Above] This Christmas-themed lounge is full of lots of lovely toys for all the good little girls and boys... to hit each other with.

screen. Pretty much everything can be smashed, bashed or crushed so that you might start the game in a spotless kitchen only to finish it with the place looking like a bomb-site! Cupboards break, windows get smashed, doors get dented - if punting a tiny bulldog into a cooker wasn't satisfying enough, it gets even more so when the cooker door then buckles and falls





[Above] Tom's all powered-up and ready to get jiggy – Jerry, however, has a bomb. Duck and cover!



[Above] Oops! I knew I shouldn't have eaten that extra-hot Vindaloo before the fight started – how very embarrassing!



[Above] Doesn't time fly when you're having fun? And by a strange coincidence: don't cats fly when you hit 'em with an uppercut?

off! And of course, the scenery isn't just passively taking all this violence, oh no – it gives it back too! Various sections of each arena are 'hotspots'. Things like bursts of flame from the kitchen cooker or the lounge fire, steam from pipes in the boiler room or electricity fields in the laboratory – all these give your character a nasty shock if he happens to be in the wrong place at the wrong time. The flames in the kitchen and the lounge are particularly amusing because any character that inadvertently makes contact with them – in addition to losing a little energy – suddenly starts running around uncontrollably with their rear-end on fire!

The most amusing of all the hotspots are the ones that trigger falling objects. Throw something at – or knock a character into – the barn door on the Duck-Duck Loose level (for example) and a

crate is dislodged from above which can squash a combatant flat!

No Mousetake!

It's not just the scenery that looks nice in this game – the characters too have been designed incredibly well. Each of them moves very true to the cartoon – the Duckling in particular is a joy to watch, the way he runs is just hilarious – and special care has even been taken to ensure that every character's expression changes with the action. They start off smiling, if they get hold of a weapon they come over all crafty and if they get hit they look so distressed you almost feel sorry for them!

You'll presumably have realised by now that the arenas in this game are in 3D and if you're a regular reader of 64 MAGAZINE then you'll know that 3D games often suffer from problems with the camera. Fortunately the camera operation in this game is damn near perfect. The way this

Enter The Arena!

There are ten levels in the game, each of which has its own unique obstacles, weapons and dangers. Each level is named in the style of a *Tom and Jerry* picture, adding to the whole 'interactive cartoon' feel. There's no particular order to the stages, aside from the laboratory one, which seems to always be the final stage.



Guard In The Garden

This level is set in the back garden of a house and contains statues, benches, a bee hive and some little butterflies.



Backyard Bash

This is essentially the same level as Guard In The Garden, only now it's night. The level does have different objects and weapons though.



Catchin' In The Kitchen

It wouldn't be a *Tom and Jerry* game if there wasn't a kitchen section! Think about the potential for weapons in here!



Cookin' Up A Storm

Like Backyard Bash, this is basically Catchin' In The Kitchen at night, although, the objects and weapons are different.



The Mice Before Christmas

It was the night before Christmas, and all throughout the house... everyone was fighting, including a mouse!



Alley-Alley-Action Free!

Yes, it's the time to take to the back alleys for a bit of trashcan hurling and some milk-bottle-inspired mayhem.



Bomb Voyage

If you're after a nice relaxing cruise on this ship then you're in for a disappointment. Swordfish make great weapons though!



Floor Bored

The boiler room is the place to be if you fancy pelting small furry animals with pots of paint! Watch out for all the steam pipes.



Duck-Duck Loose

It's off to the country for a bit of fresh air, a nap by the barn and a bit of serious scalding with a branding iron! Squeeeeeeal... Ducky!

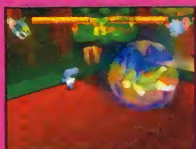


Laboratory Retriever

This level always seems to be the final one. It contains a massive machine and all sorts of glass things to throw.

Got The Power?

By collecting the question mark icon which appears every so often, your character becomes endowed with one of the following powers...



Shield

The most useful all of the power-ups, this one makes you invulnerable to attack for limited period of time.



Invisibility

Does exactly what it says on the tin! You turn invisible... er, but the CPU player can still seem to hit you!



Power-Up

If your character starts to flash red you've got the power-up for more speed and better punching power!



Plague

This is the power-up you don't want as it drains your energy so pass it to the other player by touching them.

works is that the perspective is fixed so you're always viewing the action from the same angle. To give the whole thing a more animated feel however, the camera moves in and out and tracks from side to side and up and down to ensure that both characters are always in view. The result is a very satisfying one that stops the arenas from feeling too 'static' and only adds to the hectic pace of the whole game.

Purrfection...

Of course, there's one thing that we haven't mentioned yet. The sound. The music and sound effects in the *Tom and Jerry* cartoons were always outstanding, with the music matching the pace and a wide variety of crazy sound-effects punctuating all the action. Fans of the cartoon will be pleased to know that the sound in the game is every bit as good as in the original cartoons. Every punch, every crunch, every splat, every thud in this game is accompanied by an authentic sound-effect. All the characters have a range of different sound samples – Spike's and Tyke's are particularly good – and attention has even paid to little details like skidding noises when a character changes direction too fast! On top of that, the music in this game is just outstanding! Quite simply, this is the best music there has ever been in an N64 game – bar none.

Obviously the crux of any game is

the playability and *Tom And Jerry: Fists Of Furry* has it by the bucket-load! One of the most impressive things about the title is the responsiveness of the controls. As the playing areas are fairly compact, it would be incredibly easy for this game to become very annoying if the controls didn't respond well. You need your character to turn, jump, punch and throw exactly when you want them to, and this is particularly important when trying to catch a projectile that has been thrown by an opponent. Fortunately the controls in this game respond better than in any other N64 game we've ever played – and we mean ever!

At the end of the day it would be easy to dismiss this game as just another beat-'em-up... until you actually play it. Then you realise that this is the – without a shadow of a doubt – epitome of the beat-'em-up genre. Unlike other games, it simply doesn't get boring. If you're on the last level, you die and you've used up your last continue, you don't find yourself thinking "Damn, now I have to go through the whole game again", but instead "Cool, now I have to go through the whole game again!" If you don't buy this game then you're missing out on a fantastic experience and the potential for hours of fun every day for... well, for the rest of your life! Or at least until your N64 finally gives up the ghost and dies, anyway... ■



[Above] Woo-hoo! It's not often that you see Tom come out on top – at least not in most of the *Tom and Jerry* cartoons that we've seen. But then his is a bit of a bully, isn't he?

2nd Opinion

Rating



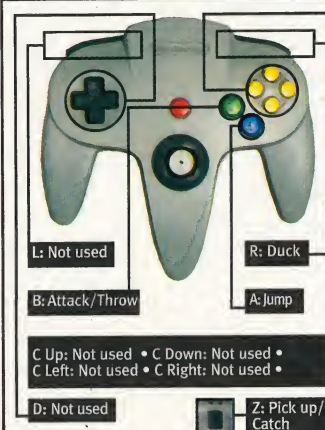
→ In my opinion this is what *Tom and Jerry* should be about, namely: smacking the living hell out of each other with whatever household objects you can find! I can't begin to explain the amount of joy this little beauty brought to the office. A hugely enjoyable cartoon free-for-all that will take you a long time to tire of. Quite simply: an essential purchase!

→ Paul Gannon

64

BOTTOM LINE

CONTROLS



ALTERNATIVES

Super Smash Brothers: Nintendo

Reviewed: Issue 24, 87%

Fighting Force: Crane

Reviewed: Issue 29, 62%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95%

Soundbite:

The beat 'em-up to end all beat 'em-ups!



Roads? Where we're going, we don't need roads!

San Francisco

NINFO

PLAYERS



EXPANSION PAK



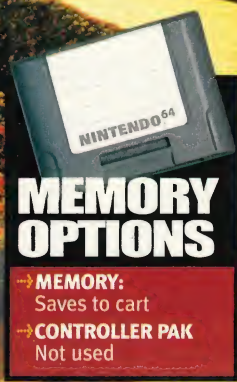
RUMBLE PAK



Publisher	Midway
Developer	Midway
Game Type	Racing
Origin	USA
Release	November
Price	£44.99 (TBC)

MEMORY OPTIONS

- **MEMORY:** Saves to cart
- **CONTROLLER PAK:** Not used





Rush 2049



"an astonishingly mammoth amount of options available"

Here we go again, yet another racing game. You name it, it's in here: cars, tracks, various special options and flying vehicles! Hang on? Flying vehicles? Can that be right? Well, yes it can. If you are at all familiar with the other games in the *San Francisco Rush* series, then you'll already know what to expect from this latest version. The main difference between this and the

others is that – and please, try not to look too surprised – this one is set in the future! So this means you can expect tall Utopian buildings, strangely designed cars and environments that look like they were

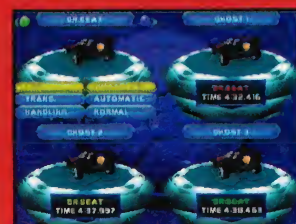
originally planned for the *Jetsons* movie! On nearly all counts *Rush 2049* is an improvement over the previous two incarnations of the game and... hang on, what if you haven't even seen the other two? Isn't it a bit rude of us to just presume you know what we're going on about? Let's just start again shall we...

The Start Line...

In *Rush 2049* you must race on some of the most futuristic (there's that word again, we'll try not to use it too often) speed-crazy and gravity-defying courses ever designed by a bunch of people in a small room in the history of the world! Just like the original, this racing game is definitely not for those of who you who prefer accurate and ultra-realistic racing games. This is a no-holds barred, short-cut taking, high-speed chasing, risk-running, put-your-foot-down-and-don't-look-back racing extravaganza that will satisfy the road rage in all of us! And if you thought that sentence was big then you should see the size of the game itself! There are tons of tracks available but when you consider that these tracks can be raced in different/mirrored directions and at different times of day and also the

G-G-G-Ghosts!

If you fancy taking yourself on in a race to the thin white line, then the Ghost Race allows you to do just that! Basically, you race around a chosen course to try and do it in the fastest time possible, then when you re-race that track you'll notice that the effort you made in the last race is racing against you in this one. Sooner or later four of you are zooming around the track and it can get very confusing!



[Above] The tracks in *San Francisco Rush 2049* are just as mad as those in the two previous *Rush* titles – if not more so!

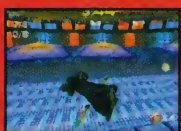
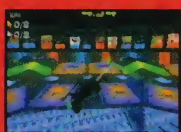
[Above] For sale: a lovely red car, one careful owner, back seat big enough for two! Going dirt cheap, buy it before the cops turn up!

\$64,000 QUESTION

- + Fast and smooth
- + Tons to explore
- + Options galore!
- Anal knowledge of the tracks is necessary!
- The future isn't the most original of settings!

Look Mum, No Hands!

Do you like showing off in front of your mates? Have you ever, in the process of looking clever, made a right tit of yourself and ended up in hospital? Yes, us too! It's not funny is it? Anyway, in *Rush 2049* feel free to go crazy-ape bonkers on a variety of different stunt tracks. You can flip, twirl, dive and spin to high-scoring heaven by driving off a range of ramps, loops and turns. To be honest, there is not so much skill involved as more pure jammy luck but it's still tremendous fun taking on up to three friends, all the same!



fact that every track is absolutely riddled with more hidden paths than all three of the *Indiana Jones* movies put together, then already it can be safely assumed that you're not going to run out of things to do anytime soon. So there's a plus point already!

Obviously, because of the setting this ain't your normal kind of racer. In fact, this game is closer in spirit to *F-Zero X* than to its predecessors. This kind of brings us back round to that whole flying car thing! Now, as you zoom up and over hills and ramps, you can press a button and – pop – out come two rather handy wings. With some imagination, these little beauties can do wonders for you. One handy hint is that when you are

jumping, opening your wings can keep you in the clouds for longer. The upside to this is that you travel faster through the air and can therefore overtake your opponents more easily. To manoeuvre yourself in these circumstances can be tricky at first but eventually, with practice, anything is possible. For example, the wings are extremely handy for preventing an accident from happening. If the need arises, ***"a definite improvement on what has come before"*** then instead of falling to your doom after inadvertently jumping into oblivion, those wings can be spread and can (theoretically) carry you to safety!

They're Off!

So what's San Francisco like in the future, you may well ask? For now nobody knows for sure but in *Rush*



[Above] On your marks, get set... which one of you has slept with my wife? Answer, or no one leaves the starting line!



[Above] Follow the green arrows and head towards the windmill. Don't go in there though. Emu hides in there, a bitter recluse, and he will strike at you!



2049, it is an incredible place. For starters, it is unrecognisable as the city we are all familiar with. Some features still exist like the steep slopes and the streetcars (which, for some reason, look just like the old-fashioned ones still popular today. Maybe that twentieth-century 'retro'

look is popular 50 years from now?) Most of the environments in the game are totally original and owe a lot to the imagination of the designers. The new spin on the format works well and allows for faster and more adventurous tracks. As before, the *Rush* series' most endearing feature is the seemingly unlimited number of diversions and short cuts you can take. These, admittedly, can sometimes be quite



[Above] This is a prime example of someone who is travelling so fast that his wheels don't touch the ground! Y'see?



[Above] You'd be wrong to think that this was a scene from *The Dukes Of Hazzard*, very wrong my little friend!

I Believe I Can Fly (By R Kelly)

Hello everybody, I am R Kelly and I am here to explain to you just how you can fly like me. In between touring and releasing hot new musical tracks I don't

half love playing with my copy of *Rush 2049*. Wow, it's absolutely top dog and with the ability to fly included, this is my all-time bestest game! Anyway,

here's how to fly: Find a ramp, jump off it, press Z and... flap, out come two big wings for you to sail back to the ground with. If you find a jump big enough,

like from a building, then the flight is even more impressive. Well that's all from me, thank you very much and remember: "You've got that vibe".



difficult to discover but the hidden roads can knock valuable seconds from your time and may even push you a few places up in the race! All you have to do is find them and if you take time out to practice on the tracks before a race then you can roam around and discover the detours, using them to weasel your way to the front of the crowd!

With an astonishingly mammoth amount of options available, there is probably enough in this game to keep inquisitive minds exploring each and every track until the cows come home and then get up again in the morning for work the next day! Not only is exploring a nice idea but in most cases it is imperative, as it lets you access more cars, tracks and accessories. Due to the nature of the layout, certain objects, paths or bonuses can only be uncovered when travelling round the track in a specific direction. This means that finding some of them is only possible in the later stages of the game. Of course this just applies to the tournaments or single races. There are also Ghost Races that pit you against yourself and Stunt Courses that allow you to perform some automobile acrobatics.



Halfway Round!

Now that's enough about where you drive, what about what you drive? In case you haven't noticed yet, the game is set a bit of long time from now and so the cars... well, let's just say that anything goes! Some look like the type of vehicle you'd expect to see in a film like *Judge Dredd* (if you are one of the seven people who saw it then you'll know what we mean) or even *Back to the Future 2*, whilst some give you the impression that some bloke has taken an old banger from the 1950's and given it a twenty-first-century make-over.

At first it doesn't really matter what car you choose as initially they all perform the

same basic functions but there is plenty of room for improvement. One of the truly great elements of this game is that anything can be investigated and improved upon. By this we mean that cars can be altered to suit your specifications, provided you have collected plenty of useful upgrades for your vehicle. In this game, you are only as good as your last race and this determines what position you come in at. The codes that are given to you at the end of each course offer you such treasures as new engines, wheels and other useful items. In a nutshell: although *Rush 2049* lacks the realism of other titles, it more than compensates with its wealth of options and all manner of variations within the game.

Compared to the last two releases, *Rush 2049* is a vast improvement. Many of the flaws and annoying graphical traits have been corrected for this latest edition. One good example is when there is more than



The Future Is (Movie) History

What does the future hold? Well, according to the movie world it will be full of madness, crazy races and killer androids hell bent on killing people to death. (Er... oh never mind - Roy)

For A Taste Of The Good:

Back To The Future 2
Set directly after the first film ends *BTF2* begins in the Hill Valley of tomorrow where *Jaws* is still playing in the cinemas (albeit in yet another sequel), Pepsi is served by a Cyber Ronald Reagan and Hover Boards are the plaything to have. But at least the cars fly, moving congestion high above our heads!



A Slightly Darker Twist:

Demolition Man
With evil criminal Wesley Snipes fresh out the freezer, retro cop Stallone is defrosted too to help put his arch-enemy away. In this future, everywhere

is peaceful and you can't even say willy without being fined! The upside to all this is that the girls all look like Sandra Bullock and wear skin-tight lycra suits and skimpy dresses!



Dark, Dark Times:

Death Race 2000
Sylvester Stallone appears once again in this ultra-violent tale of "Balls to the Rule Book" racing. Anything goes and in fact you get higher points for killing pedestrians than you do for coming first, the older the victim the better! Please, oh please, someone's gotta turn this into a videogame!



[Above] Hang on, I never agreed to be in a scene from that movie *Tron*. Help! Get me the hell out of here before I bump into Jeff Bridges!

one car, not including yours, on the track at any one time. In the past two versions, this caused the game to slow down. As far as we could tell, there was no evidence of this in the version we had and it all amounts to an overall smoother and more enjoyable game. The tracks themselves are, without sounding too over-the-top, quite glorious. The cities are interesting to look at and, because of the size and scope, suggest that there is plenty to investigate. Another addition, which Roy will be quite happy to hear about, is the inclusion of some serious night-time racing. It is because of these kind of touches that *Rush 2049* puts itself in a league of its own. Fog, for example, is non-existent and that must mainly be down to the construction of the courses. It is a clever ploy on Midway's part that they can reduce the problems of scale

and perspective by making their own environments that don't need close examination. It's the future for Bob's sake! You can do whatever the hell you like and call it legitimate artistic licence. It certainly seems that Midway has taken the time to listen to all the past



[Above] Come into the light... come on now, come towards the light. It is time for you to rest now. (Are you all right Paul? - Roy)

criticisms of previous *Rush* titles and at least tried to improve upon the mistakes. Most of the special flourishes that were reserved for the stunt sections in the last game have

"this game is certainly an undemanding pleasure to behold."

been integrated into the main courses for this recent excursion into the world of rubber-burning madness and this means that death-defying jumps and loop the loops are common practice as you race to glory.

Final Lap!

Although this game is a definite improvement on what has come before, it is still not without its problems. Firstly, unless you know each track inside and out like the back of your sweaty hand then chances are you won't progress much. There seems to be a feeling that as you play, it just



Kid's Say The Dafdest Things!

In the tradition of Michael Barrymore (that's his new show we're talking about before anyone writes in to complain) we asked around local schools for the little kiddies to tell us what they thought the future would bring. We were very shocked by the answers...

Tim, aged 8

I think the future will be full of misery and death and plague. My family will leave me on an island full of naughty kids and dinosaurs will attack. I will grow up unhappy and eventually go insane. I hope the future is like this.

Anne, aged 7

Sometimes I think the future will be happy and full of peace but sometimes I think it will be horrible. My mum will have seven more babies in the future and I will become a bank manager. I want the toilet now!

John, aged 10

The future is going to be cool. All cars will fly and those that don't will be crap. I will own a flying car and I will be rich and famous. My flying car will run you over, ugly!



[Above] It's the new Ford Placebo ZTX. Comes with sunroof, driver and passenger airbags, shiny alloy wheels and also – for a very small surcharge – wings!



[Above] Many years from now, all tunnels will be painted this funny colour. What exactly is it, do you think?



[Above] Look out for the Blue thing, it is guaranteed to bring misery. Or are we lying? The choice... is yours!

doesn't look like it's going to be possible to overtake the race leaders unless you know the best route to victory. Speed, although it is a big factor, doesn't make much difference when you cannot manage to get to the front of the pack and on the beginner stages this might well put some people off. Basically, despite its 'free for all' attitude, *Rush 2049* is a lot tougher than it first appears. Crashing can be a right pain in the rear bumper too (as you can easily imagine). No matter how tempting it may be, leaping into the void doesn't always turn out to be the best option. Deploying your wings may rescue you from even the most dire of circumstances but handling the car as it plummets towards the ground can be a bit of a bugger. Sometimes all it takes is a weak flip and before anything can be done to rectify this mistake, bang, the car has gone up in

flames. If this takes place during one of the detours then the car is placed back on the map and it could be futile to try and retrace your steps. Once again, that old maxim, "Practice makes perfect" slightly spoils what should be a "just dive in and to hell with the rule book" racing game.

The Finish Line!

Right, it's make your mind up time! Judging by this review do you like what you see? The pros, as far as we can tell, far outweigh the cons. Admittedly, any franchise can slap a futuristic (there's that bloody word again) setting as a backdrop on a game so that it can continue the same basic premise for a few extra titles but in this case it actually helps the quality of the gameplay. So maybe, finally, all the ingredients are in place. Certainly, the cars handle better and the idea of making them fly is a superb, if not totally original one. Even the most sceptical of reviewers must admit that this game is certainly an undemanding pleasure to behold. If you haven't come across any of the other games in this series and you are keen to invest some cash then *Rush 2049* is definitely the one to start off with and if you are already in the club, then you're going to love this next instalment too! ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

F-Zero X: Nintendo

Reviewed: Issue 17, 90%

Ridge Racer 64: Nintendo

Reviewed: Issue 38, 91%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

90%

Soundbite:

A racing game for all those of you out there who don't like racing games!

2nd Opinion

Rating



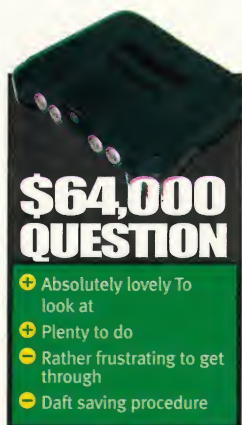
→ The first *Rush* game was great. The next was even better, and this one actually manages to surpass both previous offerings! There are more shortcuts and alternate routes than ever before, and the range of stunt modes will keep you coming for more – it's ace!

→ Roy Kimber



Donald Duck: Quack Attack

Donald has some new Duck Tales to tell!



\$64,000 QUESTION

- Absolutely lovely To look at
- Plenty to do
- Rather frustrating to get through
- Daft saving procedure

Another month, another game with a duck as the main character. Last time it was Daffy Duck flying through space doing good for the sake of the planet Earth. This time around it's Donald Duck doing that thing he does and hoping to save his girlfriend Daisy in

the process. What is it about this current trend for duck-based games? Will this open the floodgates for more ducks to grab a piece of the action? Will Ed the Duck come out of the closet for more 'cheeky' escapades? Perhaps Orville will leap off the fist of Keith Harris and straight into videogame stardom? In both cases: let's hope not! Disney and Looney Tunes licences are fine but we have to draw the line when it comes to rather rubbish ventriloquism acts – although I suppose Ed the Duck can't be lumped in with those because he's actually a real bird (Que? – Roy).

So what's it all about then? For you and only you, here's the plot, and if we're being honest, it's a little weak! It seems that Daisy is a bit of a roving reporter and she's crept into the lair of Merlock (the evil and rather obscure villain of the *Duck Tales* movie voiced by Christopher Lloyd) and then gone and got herself caught. As you'd expect Donald is very keen to rescue her but there is one other spanner in the works. Donald has a rival for Daisy's affections and his name is Gladstone. Can Donald get to his beloved before this other rascal can? That... is entirely down to you.



"Quack Attack honestly looks nothing short of glorious."



[Above] Such a pretty place: it's a shame there is so much evil lurking in every corner of this seemingly innocent-looking forest!



[Above] How much do you want to bet that this fella forgot to pack the bear essentials, like a parachute for instance! What a twit!



[Above] Another Hollywood failure here we're afraid. This is what happened when Big Bird took one too many happy pills!

NINFO

PLAYERS



EXPANSION PAK

RUMBLE PAK

Publisher	Ubi Soft
Developer	Ubi Soft
Game Type	Platform
Origin	France
Release	15 December
Price	£29.99

Opposites Attract!

Quack Attack has three main types of play. You can either play it from left to right, which to be honest, we all secretly still love the design of. Also the actions runs into the screen – it still contains all that running and jumping action but in a different direction. The final way is towards the screen. You only come across this when you have removed one of your nephews from a warp gate. This level needs you to run away from a pursuing obstacle to catch up with that Gladstone bloke!



[Above] This is Gyro's lab, the place where you can beam to one of the many worlds that are open to you.



MEMORY OPTIONS

→ MEMORY:
N/A
→ CONTROLLER PAK
Saves to Pak

Beat Gladstone (With Your Fist!)

Gladstone, as we have already discussed, is a love rival to Donald for Daisy's affections. We know that Gladstone doesn't have a chance but that doesn't stop him from having a jolly good flirting competition. When you have collected all of the toys for your nephews on a level, and then completed the "running away" (from whatever it is) stage, then at the end of that section you finally catch up with Gladstone, who challenges you to complete all the previous levels again... this time against the clock.



When you return to a level you're given the choice to choose either: a) Gladstone's challenge or: b) A toy hunt. If you successfully complete all four time trials, return to Gladstone to see what he'll give you!



When you finally do manage to get back to Gladstone, he toys with you. Get the present by beating the crap out of him and taking it anyway. When that's done, you end up with some brand-spanking new togs to wear for the next part of your adventure!



Duck And Cover!

The game now becomes a simple matter of beaming to a world, not dying in the process of entering that world and then moving on to another, once the main boss has been vanquished to the land of the dead. *Quack Attack* is very simplistic stuff

"A tough nut to crack as the game is just sheer difficult in places!"

which means that both: a) Anyone can get straight into it with out having to consult a rule book thicker than 20 copies of *War and Peace* and: b) It's not really very challenging and will leave you with a case of 'Oh, is that it?' syndrome. The levels themselves are constructed to be played from left



to right - like a traditional platform game, plus into the screen (in some cases out of the screen too!) If you are familiar with *Rayman* then it may be comforting to know *Quack Attack* runs on the same engine! Although the way Donald travels is different the structure of each level/world is exactly the same. At a very basic level you must run in a certain direction and jump gaps and collect toys or stars. There is no real puzzle-solving involved - unless you count searching for Huey, Dewey and Louie's toys - and provided you can get to the end of the four levels that make up a world the bosses at the end are the only real changes in how *Quack Attack* plays! One other element in Donald's great adventure is a speed trial that pits you against love rival, Gladstone. In the plot, Gladstone has gone ahead to beat you to Daisy. When Donald takes on a level if he can beat the time set by Gladstone on that particular stage it lights up one of the special signs on

Top Of The Bill!

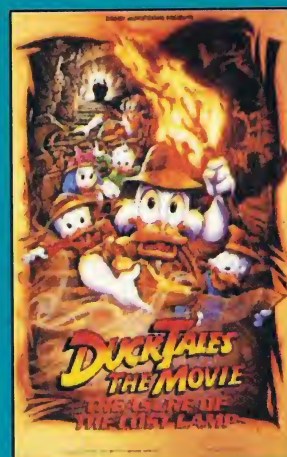
Concerning what you hold in your hand and fiddle with - ie: the controller (what else could we mean?) Donald handles really well. There aren't masses of buttons to press and all you need to familiarise yourself with is the analogue stick and the A and B buttons. It really is that simple! To get from the start to the end of a level, jumping and punching are the only skills you really need! The only thing that gets in the way is that contact with the surrounding environment, and by this we mean villains, obstacles, ledges and so



[Above] Whoever planned this street is a sick and twisted fatherless son. What pavement has an electrified pool of water?

Merlock's Homes

Right then listen up, because I'm only going to write this once. A few years back – ten to be specific – Disney released a film in its MovieToons range (which also released *The Goofy Movie* for example) based on the smash hit cartoon series *Duck Tales*. The Movie was called *The Treasure Of The Lost Lamp* and if you were a fan of the series you'll probably own it in your Disney collection, possibly stuck between your copies of *The Rescuers Down Under* and *Basil: The Great Mouse Detective*! The main bad guy in this tale of Huey, Dewey, Louie and Uncle Scrooge against the elements was a crazy magician called Merlock. Voiced by Christopher Lloyd, before he disappeared into "Didn't he used to be Doc Brown?" obscurity. He was desperate to get his hands on a magic lamp that the nephews had discovered. Conveniently, it had a genie inside, and well, if you were evil, wouldn't you want it? Strangely, Donald was not in the movie...



[Above] Oi, Donald, keep away from that book! Haven't you seen the Care Bears Movie? You just can't trust a talking book!



[Above] Typical lazy workman. Walking aimlessly about with tool in hand waiting for something to happen. Go on, smack him!



[Above] Don't tell me "Too Bad" you cheeky bleeding game. Give me another chance, I'll prove my worth (which isn't a lot!)

Music To Our Ears!

There wasn't space in the actual review (but strangely enough room here?) but we thought the music should get a mention too.

Throughout Donald's journey, music (as with all other N64 games) accompanies the action. With *Quack Attack* however, the tunes are rather smashing and along the way we're sure you'll all love the beautiful melodies that go with the particular stages. They really are a joy!



forth, doesn't make them interact much with Donald himself. When jumping over, say, an electric fence then, particularly when you are running into the screen, it can be quite difficult to judge when to leap over said object. This also applies to the enemies too and that can be quite frustrating when you just want to whack them one. At least Donald is responsive, turning on a dime to twist around corners or last-minute obstacles. Although this is handy, there are moments when an inadvertent flick of the stick can plunge you into oblivion. How much do you want to bet that *that* will become annoying after a while?

You Rang, Mallard?

This is where we start to get a bit grouchy. Sorry but it is time to do that critical thing now! Although it has already been established that this is a rather simplistic game, that doesn't mean it is in any way an easy game to play. In fact it's a bit of a tough nut to crack, not because there is a massive amount of puzzles to solve or even because there is a lot to explore. Mainly, it's down to just the sheer difficulty of each level. In all honesty, the stages are not impossible, not at all, they just fall on the frustrating side of difficult. What

"Donald handles really well and he is really simple to control!"

slows down any progression is that you can die from just falling down a big hole into nothingness. This happens more often than you would like and it just strips some of the fun away from the game. We can all agree that games



[Above] What the hell do those workmen think they are doing jack-hammering a piece of metal high up on a window ledge? I'll report them to the Union!

must be fun to play, last you a long time and provide enough of a challenge to warrant another bash at it. *Quack Attack* falls just short of every single one of these aspects. How fun can it be to play a title when there is a good chance that you will fall off the edge of the world every few minutes or so? Some jumps can be very misleading and often take more effort than a simple double-jump to

overcome! It has been said many times before that there is no fun to be had from constantly trying to jump a gap that seems impossible to cross. This does not constitute challenging, but just a right pain in the rear

admiral in most people's books. There is probably a bit too much of this throughout the game and it does make the whole thing seem somewhat boring at times.

Also, because there is no difficulty setting, what you play is what you get and so this really does not cater for the younger gamers out there who may very well want to get their hands on Donald's web footed antics.

It's A Quacker!

If you stick with this though, the later stages get more imaginative and – unlike the early ones – are thoroughly enjoyable. A good example of this is the Haunted House, which happens to be a very good-looking course and is lot more interesting than the City or the Forest environments. If you can tolerate this type of platform adventure where every jump could be your last then this is definitely what you are looking for. The only other real complaint is the rather bizarre saving option. By now a lot of us are used to the "save as you go and carry on" style of keeping your place in the game, but *Quack Attack* is not that simple.

Ducking Annoying!

Please, stay with me on this one as it is quite convoluted... when you finish a level, it's not automatically saved as you'd expect. Instead what you must do is go *into* an old or new level, pause the game, exit to Gyro's

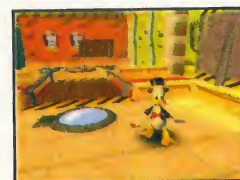


[Above] Is that an oversized seagull? No-one in the office is quite sure. One thing that is for certain is that it is a vicious bugger!

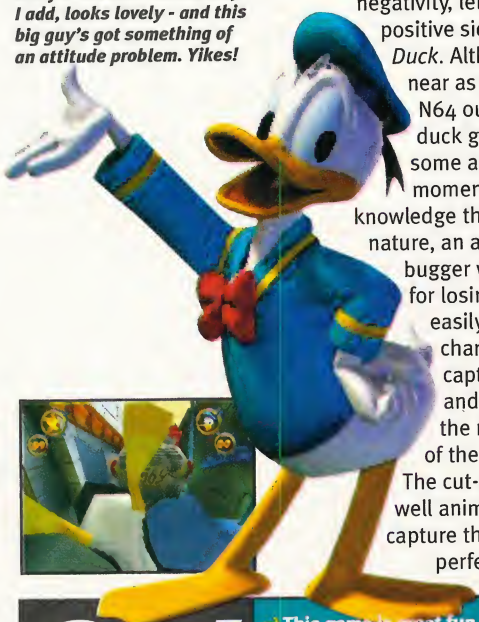




[Above] Ah, look at Donald, all dressed up like a tourist: old camera, horrid shirt, lousy grasp of the local language and everything!



[Above] Donald's in this big scary mansion - which, may I add, looks lovely - and this big guy's got something of an attitude problem. Yikes!



2nd Opinion

Rating



→ This game is great fun and looks absolutely gorgeous! I was a big fan of Rayman, and if anything this title surpasses it. I couldn't say exactly why, I think it's just that Donald Duck makes a more endearing hero than the guy with no arms or legs! Top stuff!

→ Roy Kimber



[Above] OK, I've finished, now what? Do I just sit here and wait for a bus or do I have to call a cab? I haven't got all day! Honestly!

Lab (he's your scientist buddy who sends you all over the place with his warping machine), exit again and then go to the save option screen. Then, wind your way back through the various other screens and continue on. This does rather hamper the momentum of the game! It's not wise to just play through without saving however because if you do that, then when you die it means you have to go through all the stages you neglected to save on or you have to start from scratch. This can be very trying on your patience!

Right, that's enough of all the negativity, let's look at the positive side of *Donald Duck*. Although nowhere near as funny as Daffy's N64 outing, Disney's duck game does have some amusing moments. It is common knowledge that Donald is, by nature, an angry little bugger with a penchant for losing his temper easily. All of these character traits are captured perfectly and sit nicely with the recorded voices of the characters too! The cut-scenes are very well animated, and capture that Disney feel perfectly. The overall

look of *Quack Attack* is nothing short of glorious - certainly a damn sight better than the PlayStation version, and it looks very polished indeed! It's in the later levels where you really see the effort that's been put in. As mentioned above, the Haunted House areas are really creative from the enemies to the lightning that flashes in through the windows. Jumping in and out of warp holes is a right giggle too, with hands snaking out of the machinery to fling you into the next world. If any of you have seen the sci-fi show *Sliders* then you'll have a rough idea of how Donald looks after passing through a portal!

A Load of Quack!

Donald Duck: Quack Attack is a really hard-going platform game that literally takes no prisoners, and tries the patience like sitting next to a small child screaming for *Pokemon* cards! It may possibly be a 'try before you buy' deal, as the earlier levels are deceptively simple, and then suddenly turn on you revealing a tougher beast underneath. All in all though this is a very enjoyable game which might not be perfect but which is going to give a lot of gamers many hours of entertainment which - at the end of the day - is all that counts! ■

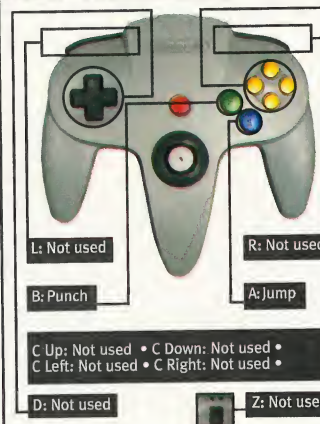


[Above] Look, the Invisible Man! You know, that guy is so fake you can see right through him! Boom Boom, aren't I clever?

64 MAGAZINE

BOTTOM LINE

CONTROLS



ALTERNATIVES

Duck Dodgers: Infogrames

Reviewed: Issue 45, 85%

Rayman 2: Ubi Soft

Reviewed: Issue 33, 94%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

85

Soundbite:

A simple, at times frustrating, yet nevertheless utterly captivating platformer.

Batman of The Future: Return Of The Joker

This is where a bad pun on Batman would normally be...



MEMORY OPTIONS

- MEMORY:
N/A
- CONTROLLER PAK
Not Used

\$64,000 QUESTION

- + Good old-fashioned gameplay
- + They don't make them like this anymore!
- Probably because sometimes they're rubbish
- Poor fighting

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Ubi Soft
Developer	Ubi Soft
Game Type	Beat 'em-up
Origin	France
Release	15 December
Price	£29.99



[Above] Always the performer, this little swine loves to go out on stage and proceeds to knock 'em dead, just like Jerry Springer!



[Above] This guy was too busy playing with his own videogame to notice that Batman was sneaking up behind him to open up a can of whup-ass!



The movie *Mystery Men* was great because it put forward the idea that all superheroes were total losers. All the successful heroes were greedy, egocentric idiots with their heads up their own bums, and the rest of them, the 'wannabes', were sad, lonely, desperate individuals with an appalling taste in costumes. One of the things it managed to prove was that the modern day superhero needed a gimmick more than a purpose. Even though this idea was mainly a platform to start the comedy from, if you look at many of today's newer superhero cartoons or movies it is blatantly obvious that gimmicks are all that they rely on. When it comes to the new Batman cartoon: *Batman of the Future* (or *Batman Beyond* if you're an American citizen), the main selling point is that it is set in the

"Visually, Batman Of The Future is not really all that impressive".

[Below] Well, we reckon they're putting together the first cyborg Britney Spears to do anything they want! Saucy buggers!

future, which is a shame as Batman has always seemed fairly timeless. Anyway, setting a new franchise in the future is just lazy. Why not make



[Above] Batman, or 'Terry' (snigger), likes to make a big entrance when he arrives for a fight. Pity no one was there to notice him!

it *Batman Vs The Druids* or *Batman In Lollipop Land*? At least that sounds different! But I digress...

(Ahem) I'm Batman...

The latest Batman game is almost identical to its Game Boy Color counterpart. It has the same plot, the same gameplay style and almost the exact same level layout. If it wasn't for the fact that one was 64-bit and the other was 8-bit, we're sure that you couldn't really tell them apart. The plot, if you really want to know, is that a bunch of evil people have somehow resurrected The Joker and as soon as they let him loose on Gotham, he's up to no good. Typical, if we had been resurrected from the



[Above] Oops... looks like the bad guys' plumbing has sprung a leak. Luckily the new Batman is a qualified plumber.

Changing Rooms

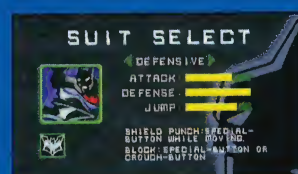
One of the more novel ideas in *Batman Of The Future* is that depending on what suit you wear, the fighting pans out differently.



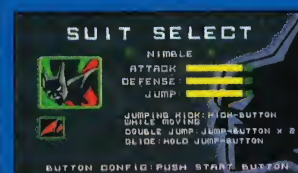
This is the Standard suit, it offers a reasonable balance of defensive and offensive capabilities and thus is a good all-rounder if you're not sure what you'll be up against.



This is the thing to wear when you want total power to your fists. Screw protecting yourself, let's have a barney! Hang on, is this really what we want? Of course it is! Honestly!



Wearing the Defensive suit means that although your punches aren't quite as effective, you can defend yourself better and thus reduce the amount of damage that you take.

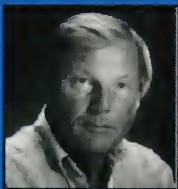


The Nimble suit. This is actually the most even of all the suits, allowing you equal amounts of strength in defending, fighting and jumping!



Third time this month they stole high-tech components. What are they up to?

Adam West: The Daddy!



Before Michael Keaton, before Val Kilmer and even before George Clooney, Adam West was the primary cool dude that everyone associated with the man in the batsuit. With his square jaw, square fists and (now dated) square attitude to life, he ruled the TV airwaves every time you heard the "dinner dinner dinner dinner Batman" theme tune. He had a gadget for every job ranging from Bat Stun Guns to Bat Breath Mints. He made scaling the side of a tall building look as easy as just walking hunched over across the floor of a TV studio. He was 'The Man'. In this day of CGI special effects and mega-budget film costs, all we have to do is look back on that piece of camp 60's action to know that things were much more simple back then. And so, Mr Adam West, we salute you. God bless you and all who sail in you – you're a star!



dead sometime in the future, we'd want to keep our nose clean so that someone didn't end up putting us six feet under again. Thinking about it, we'd probably bugger off somewhere hot and live the high life, but no, not The Joker. So it's up to Terry, the new guy in the Batman mantle, to save the day.

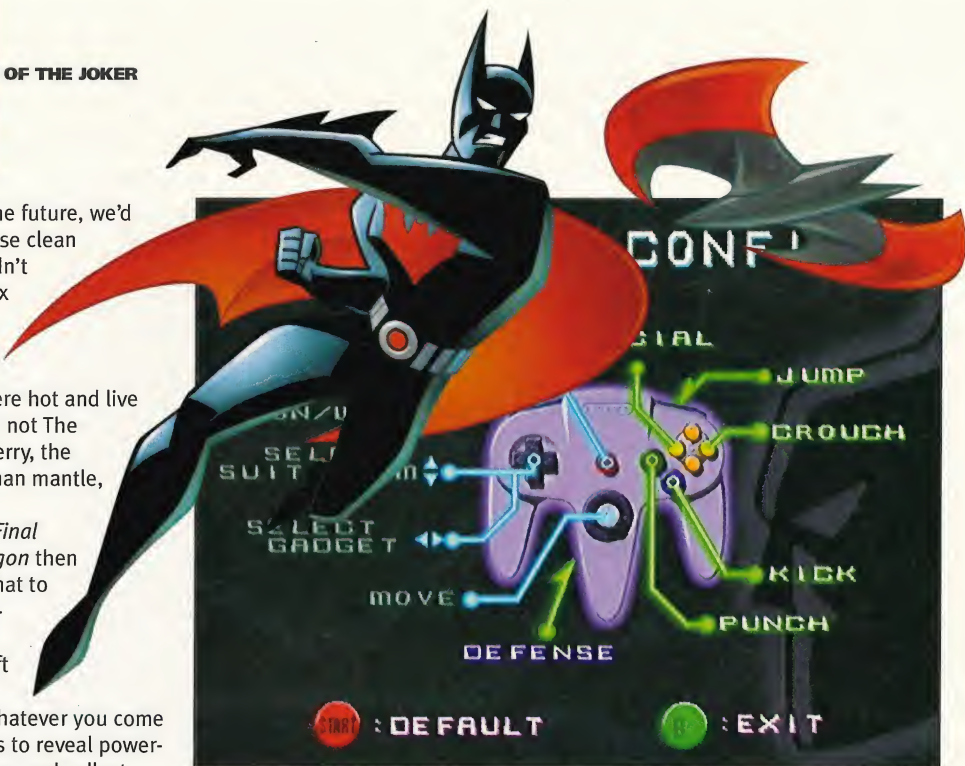
If you remember *Final Fight* or *Double Dragon* then you know exactly what to expect from this fist-fighting frenzy of a game. Move from left to right (in most cases) and smack whatever you come across. Smash boxes to reveal power-ups and new weapons and collect keys from the defeated minions to move on into the next room. If you want more than that from your games then you'll have to look elsewhere! This is videogaming at its most old-fashioned. If you've missed having this kind of game then you might

"A simple, yet probably unsatisfying, purchase."

enjoy diving into Batman's newest adventure, but if you have moved on from this sort of thing then it



[Above] Yes, *The Joker is back* and he is looking weirder than ever. He looks like Gary Newman on stage. Give us a twirl!



probably won't be worth your while even reading the rest of this review!

I'm... *Batman!*

Batman has a number of different moves, and these vary depending on which Batsuit you are wearing – yes, Batman has a whole new wardrobe! For instance, there is an offensive suit that puts all its energy into fighting or a nimble suit that's good for speed and jumping.

However, in practice when you have changed suits there is very little to actually tell them apart. Punches and jumps don't really have any devastating or obvious differences, and you're hard-pushed to see any new effects. The weapons that are offered are fairly mundane too, and really they just give you something else to look at when you're smacking the living hell out of an opponent.

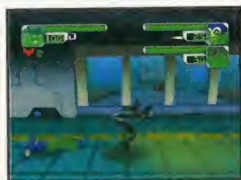
The action in this game doesn't particularly come thick and fast and enemies just seem to cluster around



[Above]...and stay down you big metal bas... Oh hello viewers, welcome back to Batman's 'Learn To Dance Hour'. Don't mind that guy!



[Above] Batman tries on his new 'Green Afro Hair Suit', guaranteed to get him a walk-on part in *Starsky And Hutch!*



[Above] Making use of his 'Offensive' suit, Batman floors a bad guy with his special 'Bat Body Odour' – now that is offensive!



you. Collision detection also seems rather poor – it may look, for instance, like you are just out of punching distance but then one of the enemies swings a fist or fires a rocket (or whatever) at you, and suddenly you find yourself flat on your back.

Controlling the Dark Knight is no walk in the park either. When it comes to walking or jumping there are no real problems but when you finally have to give your foe a swift kick up the arse things don't go exactly to plan. Getting in close enough to attack can be quite hard and when you do strike a blow, not every hit seems to count. The long and the short of it all is that you'll find your life bar fading away like your dad's ELO album covers (if you're old enough to understand that reference then you're probably... er, old – Roy).

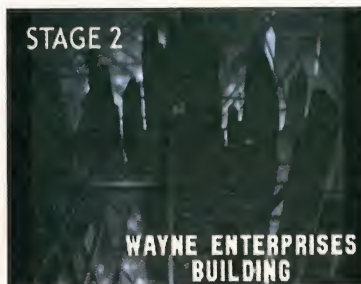
!... AM... BATMAN!

Visually, *Batman Of The Future* is not really all that impressive. Despite all the fancy N64 flourishes the game is barely distinguishable from any other scrolling fighting game. The levels don't change all that much as you progress and so as you go through there is a strong sense of déjà vu about it all. Everything looks reasonably nice, if unremarkable, and

if we had to sum up in one word the overall feel and execution of *Batman Of The Future*, it would have to be 'competent'. This really does have the feel of the classics like *Double Dragon*, but without the nostalgia that went with those games of yore. As a challenge, it isn't one. Apart from getting to the end and winning, there is nothing else to pull you back in and make you want to relive the experience. On a slightly different note: the short pieces of story which are presented to link all the action together, fly by at such a speed that there is really no time to take it all in. This makes the whole idea of the story rather pointless.

!... Oh Forget It!

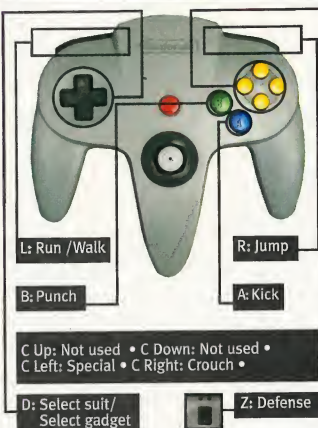
As an N64 game, *Batman Of The Future* is rather on the basic side. If this type of thing is right up your street then there is a good chance you'll find plenty of merry high jinx to revel in. The rest of the world might prefer a bit more meat on the bone than this and in that case they should have no trouble keeping patient until the next big thing rolls around the corner. On the plus side *Batman* doesn't have any really major faults that could ruin your enjoyment and passes the hours innocently enough, making it a simple, yet probably unsatisfying, purchase. ■



[Above] In the future everything's going to be big, dark and linked by lots of aerial walkways – good for people with vertigo!

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Fighting Force: Crave

Reviewed: Issue 29, 62%

Rampage World Tour: GT Interactive

Reviewed: Issue 13, 38%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

65%

Soundbite:

Simple enough fighting frenzy, but don't expect anything amazing!

2nd Opinion

Rating



→ I've always been a fan of progressive beat-'em-ups, but this game just doesn't really have anything in it that holds your attention. It's fairly harmless fun for a while, but it's not going to have you coming back for more very often. Bit of a shame really...

→ Roy Kimber

pe
@



Back Head Set



Scroll Mouse



PC Intruder USB



PC Phantom 2



PC TopDrive GTO



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total Game Boy

64
MAGAZINE

59

EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME BOY COLOR!

Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME BOY – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME BOY reviews is fairly similar to the ordinary 64 MAG one, but to avoid any confusion, here's a quick explanation...

NINFO

- Link cable** Can you play two-player link-up?
- Infrared** Does the game use the infrared facility?
- Built in rumble** Some games have their own rumble.
- Saves?** Does it save to cart or use a password?
- Publisher** The company selling the game.
- Developer** The company that wrote the game.
- Game Type** What kind of game is it?

\$64,000 QUESTION

The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.

game boy ON SALE NOW!

If you want more Game Boy Color action then look out for the latest issue of TOTAL GAME BOY COLOR, on sale now priced £2.99.

REVIEWED THIS ISSUE!

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- 61 San Francisco Rush 2049
- 62 Batman Of The Future: Return Of The Joker
- 63 Cyber Tiger
- 64 Grand Theft Auto 2
- 65 Aladdin
- 66 Tom And Jerry: Mouse Attacks

RATING

Graphics

Is it a visual masterpiece, or a dated pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Challenge

How long will this game last you?

OVERALL SCORE %

Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered – this sums it up in one easy-to-read sentence!

64 Magazine Issue 46 2000

"There are plenty of puzzles and obstacles for you to struggle with..."



Donald Duck: Quack Attack

Donald Duck 'Is Angry' Shocker!

[Below] Supposedly this is what the future is going to look like. Doesn't look very good does it? Bluer than we'd imagined, too!



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	UBI Soft
Game Type	Platforming

Like Daffy Duck, and I think we've covered this topic in a recent review, Donald Duck is one of those characters that always comes in second fiddle to the main star of the studio (namely: Mickey Mouse). So it comes as a nice surprise to find that Donald has been granted his own platform game and one that happens to be better than the much of the dross that is out there at the moment.

Apparently Donald's girlfriend Daisy has been kidnapped by Merlock the nasty villain, last (and only) seen in *Duck Tales: The Movie*. With the help of an inventor friend Donald hopes to transport himself straight to Daisy's rescue, but unfortunately the inventor is a bit on the crap side and so Donald is beamed all over the place before he can finally rescue his one true love! As platformers go, this one plays in a similar way to *Donkey Kong Land* and from the moment you turn the

game on you can tell it's a stunner! Despite the small size of the sprites, each one is animated beautifully. Donald handles extremely well and has a double jump action that lifts him high into otherwise unreachable places.

Quack Shot

The levels in this game are – quite simply – massive and very imaginatively designed, so there are plenty of puzzles and obstacles for you to struggle with. Grabbing a certain type of blue orb for example makes Donald go completely bonkers – thus allowing him to smash through previously locked doors – and despite the repetitive nature of the game, a lot of effort has been put into making sure

that you are never bored.

The gameplay in *Quack Attack* can get quite frustrating in parts, mainly down to the structure of each level, but overall this is a polished, well-made game. We could make a bad gag about it being "Duck-tastic" but we won't. Instead we'll just say... that it certainly isn't "fowl" (sorry). ■



[Above] As Billy Idol once said, "It's hot in the city tonight". – It certainly looks like Donald is a little 'hot under the collar'.

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

90

Soundbite:

Donald is definitely the best! In your face Mickey Mouse!



\$64,000 QUESTION

- ⊕ Looks beautiful
- ⊕ Plenty of challenges
- ⊖ Very repetitive
- ⊖ Quite hard for the younger folk

San Francisco Rush 2049

This will drive you crazy, only not in a good way!

Does anyone honestly believe that 50 years from now everyone will have hover cars and live in colonies on the moon? If that does happen I'll gladly eat any article of clothing you care to mention but until then, anything that futuristic can bugger off until I'm ready! Like *San Francisco Rush 2049* on the Game Boy Color, for example!

Like the N64 title of the same name this game puts you in the driving seat of a racing car of tomorrow! Right, that's the background out of the way, what about the game itself? In a word:

[Below] Go on, pick a car, any car. Right, now remember it and put it back in the pack. Was your car the... *Ace of Spades*?



offensive! The options are as limited as a month-old baby's vocabulary, the gameplay is awkward and nonsensical and some of the controls simply defy reason! It all adds up to an unflattering and frankly rather disappointing conversion.

So Very, Very Tired!

For new players, the challenge starts off tough and just gets tougher. You can only access one racetrack at a time (and none of the ones which preceded

[Below] And they're off! In first place is *Bungalow Bill*, following closely by *Merry Marge* and behind them both is you.



"An unflattering and disappointing conversion..."

it - why?) and then only by coming into the finish in a specific position. The tracks themselves are designed to offer short cuts, but essentially these only end up confusing the race. At points the car is a complete swine to control as it skids all over the place at a slight tap of a button, plus there is no feeling of speed and because of the layout: you may think that you are speeding along in first place but your actual position in the race will still be fifth or sixth! There is also no real sense of where the other drivers are and a lot of the time you feel like you are driving all alone. The concept of adding tunnels to the track is a nice idea but it's very disconcerting trying to drive when you can't see your car! Eventually players are going to just turn off the game because they are tired of trying. Erm... nice graphics though! ■



[Above] You call that "The Tunnel Of Love"? It was dirty, pitch black and smelt kind of odd! I demand a refund and a new girlfriend!

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Midway
Developer	Handheld games
Game Type	Racing

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

45

Soundbite:

Not the worst game ever, but still, a damn good try!



\$64,000 QUESTION

- ☺ Nice graphics
- ☺ Speech!
- ☹ Annoying controls
- ☹ Won't sustain your interest!

Batman Of The Future: Return of the Joker

The Future Is History



"There is nothing here you haven't seen before..."

For some strange reason, in Great Britain at least, *Batman Beyond* is called *Batman Of The Future*. Why exactly? Is it because we can't fathom the concept of the original title and so slapping 'future' on it will make more sense to us? What is it at the moment with 'the industry' in general? Anything old is revamped and placed 'in the future' to get more mileage out of it! In Batman's case it certainly does not help matters and it certainly doesn't help the gameplay any!

Batman Of The Future: Return of the Joker is heavily reminiscent of the kind of games you'd wait 45

scrolling beat-'em-up adventure genre, which many thought had gone the way of Noel's *House Party*.

Dinner, Dinner, Dinner, Dinner... Dinner Lady!

Come on, you know what we're talking about! You walk right for a bit, the screen freezes, a host of bad guys enter, you kick ass until they're gone and then the screen unfreezes and you walk right a bit more until... well, you get the picture! If that sounds basic, then it sums *BOTF* up perfectly. In a simple sentence: the Joker is being very naughty again and Batman must stop him. At his disposal are a bunch of weapons that, as you'd expect, are hidden inside various easily-destroyed wooden crates. The villains take it on the chin and the bosses are a little bit more stubborn. There are a few glimmers of hope but like a candle

underwater, they are quickly extinguished!

There is nothing here you haven't seen before and unless you REALLY like this kind of thing then, I'm sorry, but there is nothing to justify buying it. It's funny how something set in the future should remind us so much of the past! ■



minutes to load on your Commodore 64 and then feel really disappointed with! It's our good friend the side-

[Below] It seems Batman has stumbled upon a cryo chamber place. How interesting, I wonder if Walt Disney's head is in here?



[Below] No, it is not a mammoth collection of garlic! Yes, I know it looks like it but please don't try to eat one.



[Below] Kit Batman up with a whole host of household appliances to fight "grime" with! Like an egg whisk or a cheese grater!



NINJO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Ubi Soft
Developer	Kemco
Game Type	Beat 'em-up



\$64,000 QUESTION

- ⊕ Its Batman!
- ⊖ But its not proper Batman
- ⊖ And it looks ugly
- ⊖ And its no fun

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

45

Soundbite:

Batman Beyond? Batman Bored more like! (Geddit?)

[Below] Another overhead shot of the course. Pretty, we know... Come on, at least try to show interest!



CyberTiger

Grab That Five Iron And Shout Fore!

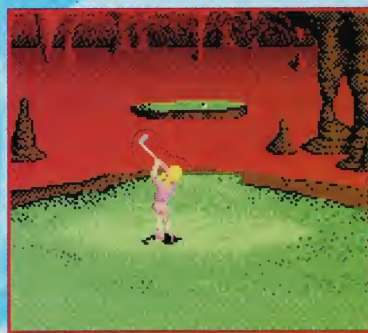
Who was it who once said "Golfing is a good walk ruined"? Somebody was kind enough to inform me that it was Winston Churchill, sounds like the kind of thing he'd say! Anyway, unless you are an enthusiast, pretty much everyone else in the world could easily agree with that statement. Until recently golf has been tarred with that "dull as matte paint" brush, but then Mario turned up and gave it a new lease of life and now, it seems, Tiger Woods is about to do it again for everybody's favourite portable games system!

Mulligan

It is surprisingly easy to get into *CyberTiger* because the controls are very user-friendly. A flashing signal tells you the distance to certain parts of the course and automatically chooses the club necessary once the distance you want has been chosen! Throughout the game, if you manage to hit the ball so that it passes over

any of the power-ups which are scattered all over the place, then you collect them and get the chance to use them in later shots. The game looks absolutely fantastic, offering lots of different courses to play on, each of which has rather attractive graphics. In the past, golf games have had a tendency to look flat and very green,

[Below] Yes, we're all aware that you shouldn't play golf in a volcano but try telling these silly sods that!



but *CyberTiger* manages to present the sport in an unexpected – and rather flattering – visual way. There

"A simple and deeply enjoyable golf game!"

are loads of options to choose from ranging from where you play to how you play, and aside from the overly long passwords that essentially require you carry a notepad and pen around everywhere you take the game, there's nothing else we can really fault. A simple, deeply enjoyable golf game! Who'd have thought anyone could praise a golf game like this? Certainly not us! ■



[Above] Once again we see golf being played in the most ridiculous of places. Where can we expect next, Aberystwyth?

NINFO	
Link cable	Yes
Infra red	Yes
Built in rumble	No
Saves?	Password
Publisher	Electronic Arts
Developer	Xantera
Game Type	Golf

RATING	
Graphics	Audio
RATING	
Gameplay	Challenge

OVERALL SCORE

90

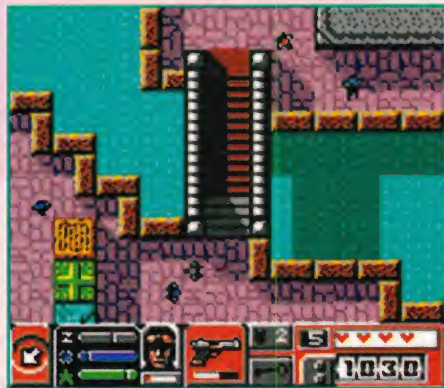
Soundbite:
A damn fine golf game, thanks to a damn fine golfer!



\$64,000 QUESTION

- + Fun golfing game
- + Lovely graphics
- Easy to pick up and play
- Rather large passwords





[Below] That little yellow sports car looks pretty nippy – not sure about the huge heart though, that's a little scary. Imagine how big its owner must be!

Grand Theft Auto 2

It's all about the respect, man!



[Above] Everything's going well... then suddenly a flying saucer appears and starts offing everybody! Bloody EBEs, when will they learn?

You're an out-of-work hood, low on cash with no chance of ever landing yourself a legitimate job... so what do you do? Easy: you take to the streets as a 'crim-for-hire', working for any of the unscrupulous street-gangs that rule the different cities, doing any and all of their dirty jobs and thus earning yourself a tidy pile of bread, and more importantly – respect.

This is the premise behind *Grand Theft Auto 2* from Rockstar Games. One of the complaints about the original *Grand Theft Auto* was that the gameplay was a little limiting because you worked for just one gang. In *Grand Theft Auto 2* however, with each new city you have a choice of three different employers and can do jobs for any or all of them. Each

gang has its own objectives and its own unique foibles. The Yakuza for instance are cold-hearted assassins so your jobs for them are mostly 'wetwork', while the Loonies are... well, a bunch of

loonies, and jobs for them can be anything from stealing a SWAT van because the gang boss got a parking ticket to blowing up a pizza delivery place because the boys didn't like the last pizza they ordered!

[Below] It's absolute carnage! The body counts in *Grand Theft Auto 2* can be high, but don't go too nuts or the police tell you off!



You Talkin' To Me?

Each job increases your cash-flow and affects the respect each gang has for you. Do a job for the Loonies for example and their respect increases,

"a fantastically fun game!"

but if that job involves 'hitting' a couple of Yakuza gang-members, then your respect within that gang drops, with the result that they may not offer you any employment opportunities for a bit.

Grand Theft Auto 2 is a fantastically fun game which is only marred by a couple of irritating flaws. The first is the annoyingly long passwords – this is a handheld game after all! The second problem is that when driving many of the vehicles it's all too easy to get stuck in a jam because other cars often ram instead of trying to avoid you. This isn't too much of a problem on ordinary missions, but with tasks that require you to make use of a certain vehicle it can result in an annoying failure. Considering the title of this game, it's ironic that most of the time it's easier to walk than to steal a car and drive! ■

NINFO

Link cable	No
Infared	No
Built in rumble	No
Saves?	Password
Publisher	Rockstar Games
Developer	Trantula
Game Type	Platform

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

90

Soundbite:

Unscrupulous fun with a few annoying flaws.

\$64,000
QUESTION

- ⊕ Detailed graphics
- ⊕ Lots of freedom within the game
- ⊖ Ridiculously long Passwords
- ⊖ Cars can get stuck

Aladdin

Totally crummy gameplay, in an itty bitty games machine!

Based loosely (almost baggily in fact) on the classic Disney film and the umpteen other licences available on other formats, *Aladdin* comes around once again on the world's most popular handheld! This time the game is in glorious colour but despite the appearance of some rather nice character screens between levels, the rest of the package is rather uninspired. Like the incarnations of this platform game on other formats, you take on the title role of heroic hero-type Aladdin himself, jumping and swashbuckling your way through a variety of nice-looking but disappointingly similar levels. There is absolutely nothing new here and bar one "Escape on the Magic Carpet section", everything else is just too dull to mention! End of level

[Below] What's going on here? When I ordered a Snakebite, this was not what I expected!

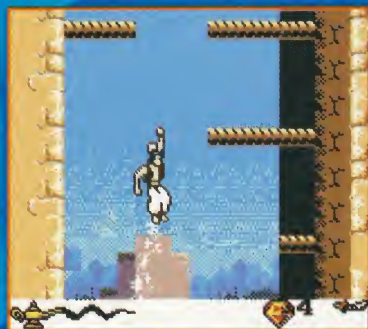


guardians can be easily overcome, characters disappear when the action on the screen moves too fast, and on the darker levels, some of the characters cannot be spotted until it is far too late! Sadly, even some of the more imaginative levels from other versions have been lost in the transition to the GBC.

Arabian Pants

On the easy level, the game is a breeze while on the more difficult setting it becomes simply more frustrating, showing just how bad the collision between sprites is! For the younger player there might be some fun to be had as the gameplay is very user-friendly but for anyone who has played *Tomb Raider* GBC and lived to

[Below] If you find that 'windypops' are a problem, then try going on the curry. This guy didn't and he's paying for it now!



[Above] Race down the lava lake, dodge the obstacles, try not to incinerate yourself and remember: try not to foul your pants!

tell the tale, this just won't be worth the hassle. In fact by the time you've read through this issue, you could have quite easily have played through the whole game! Sad, but true! It just doesn't seem right when a game for your Game Boy Color lasts you about as long as the cartoons sections of the local paper! Surely any decent game should give you more challenge than trying to fix jelly to the ceiling with sticky tape? (Actually, that's quite difficult - Roy) Unfortunately, *Aladdin* is about as challenging as a "Pin the Tail on the Donkey" competition where you don't use a blindfold! When will they stop making dull platform games out of popular movie licences? ■

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	Crawfish Interactive
Game Type	Platform

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

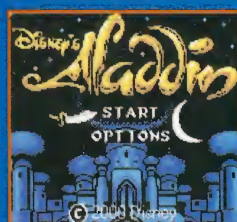
65

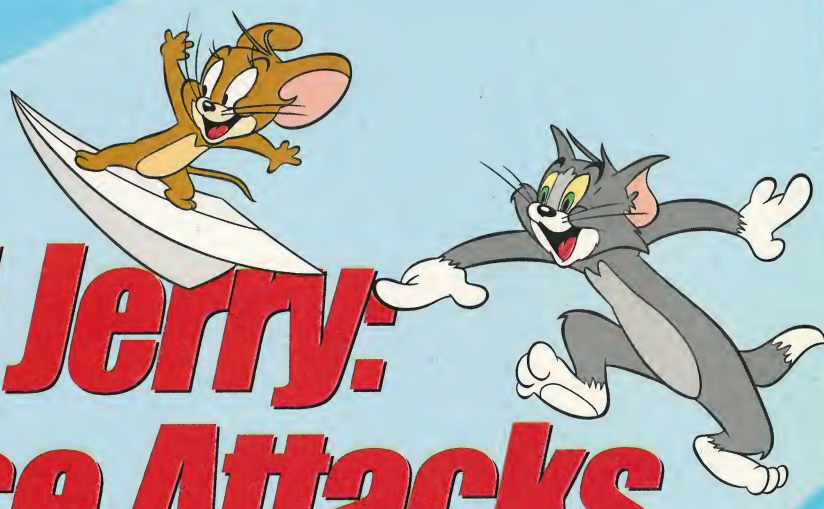
Soundbite:

An effort as poor as Aladdin himself (that is: before he became a Prince).

\$64,000 QUESTION

- ☺ Bright and Colourful
- ☺ Simple friendly gameplay
- ☹ Uninspired layout
- ☹ Very Monotonous





Tom And Jerry: Mouse Attacks

Did you hear the one about the cat, the mouse and the robot?



If you really want to capture the completely demonic essence of the original *Tom and Jerry* cartoons then rush out and buy the N64's *Fists of Furry*, because this game is a simple 'Jerry against the enemy' adventure. A bit like the first World War really...

Firstly, what this game fails to deliver is the hell-for-leather violence that infected every single one of the early classic cartoons. There's no smacking each other with hammers or sticking pool cues into one another's bottoms or even the odd

journey for all that! The aim of the game is to guide Jerry through various areas of a house to rescue his buddies – all of whom fans of the cartoons will doubtless recognise.

Stop Fighting!

Along the way Tom pops up and tries to throw a spanner in the works. As you jump, bounce and run around the house there are certain places where your progress is impeded in some way and in order to move on you have to complete one of Tom's challenges. What makes this better than most

and even has a small animated cartoon included that plays when you lose all your lives. A worthy addition to any platform fan's collection. ■

[Below] *Under the sea... Under the sea... Darling it's better, down where it's wetter, take it from me!*



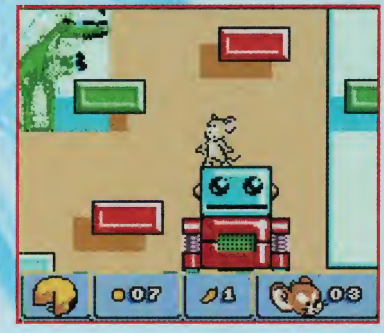
[Below] *Be careful of this fella. He scammed £1,500 out of us with this cup and ball game. We're fairly sure he was cheating!*



"The whole package looks excellent..."

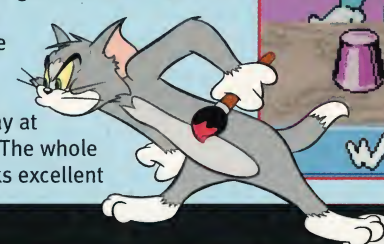
fist fight. This is strictly a journey into platform country... although, as it happens, a rather pleasurable

[Below] *Jerry likes to jump on platforms so much that he agreed to appear in this game for no fee whatsoever.*



platform games is that these tasks slap bus-loads of variety into what could easily be another dull platformer. They range from soap-and-water-skiing tasks to pie fighting competitions. Winning these challenges grants you weapons and tools for you to move on with!

Tom And Jerry: Mouse Attacks is not an impossibly difficult game to complete but it will keep you occupied for a good while because as you progress through it the mini games remain open for you to play at your leisure. The whole package looks excellent



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	Warhog
Game Type	Platform



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

85

Soundbite:
Still fighting like cat and mouse!

\$64,000 QUESTION

- + Lots of variety!
- + Not too easy to complete
- + Wonderful graphics
- A little frustrating

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Cyber Tiger	Goldeneye	Mischief Makers	Rainbow 6	Super Smash Bros	Yoshi's Story
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SCOREZONE

68

It was about time too! Finally, after months of crying, moaning and pleading, we received some scores for *International Track and Field Summer Games*! It turns out that we had two main competitors battling it out for total athletic supremacy this month and both Jack Stoddart and Antony Clarke were pretty much level pegging after the final results were in! Finally, however, the winner had to be Jack from Middlesbrough if only due to the sheer volume of his efforts. Well done Jack, a steering wheel is in the post to you! This decision will be made final pending a drugs test for all the athletes involved (well, you never can be too sure these days!)

New Games Needed!

Well, well, well! You think you can beat those scores for *International Track and Field*? Come on then, show us what you're made of. Incidentally, with *Mario Tennis* and *Turok 3* about to make an appearance we'll be expecting some mighty fine scores on those titles to roll into the office soon. Any other offers – new or remarkable – will be considered too!

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Legend Of Zelda

BIGGEST FISH

24 Pounds Harris Shackleton, Halifax
 24 Pounds Matthew Thompson, Cookham
 24 Pounds Gareth Haynes, Droitwich
 23 Pounds Leigh Maddox, Cheshunt
 23 Pounds David Park, Hebburn

MARATHON RACE

1:02 Philip Longhurst, Sudbury
 1:02 David Ryan, Derby
 1:04 Karl Jobst, Australia
 1:03 Mark Nicol, Western Australia
 1:06 Matthys ten Ham, The Netherlands

HORSE RACE

0:46 Mark Nicol, Western Australia
 0:46 Michael Tokarz, New South Wales

0:46 David Ryan, Derby
 0:47 Matthys ten Ham, The Netherlands
 0:47 Philip Longhurst, Sudbury

HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia
 2000 points Matthys ten Ham, Netherlands
 2000 points Christopher Ryan, Derby
 2000 points David Ryan, Derby
 2000 points Jan-Erik Spangberg, Sweden

GRAVEYARD RACE

0:50 Stephen Hill, Kent
 0:52 Karl Jobst, Australia
 0:53 David Ryan, Derby
 0:56 Darren Harris, Birmingham
 0:58 Tammy Harris, Birmingham

Quake II

CENTRAL COMPLEX

1:45 Darren Harris, Birmingham
 1:51 Alexander Cook, Leeds
 1:56 Thomas Munn, Leicester

COMMUNICATIONS CENTRE

0:47 Darren Harris, Birmingham
 0:58 Thomas Munn, Leicester
 0:59 Alexander Cook, Leeds

INTELLIGENCE CENTRE

1:33 Darren Harris, Birmingham
 1:37 Alexander Cook, Leeds
 1:40 Thomas Munn, Leicester

STROGG OUTPOST

0:33 Darren Harris, Birmingham
 0:40 Alexander Cook, Leeds
 0:45 Thomas Munn, Leicester

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
 52 yellow gems Luke Sutton, Australia

Extreme G

CITY 1

1:45:65 Ian Lawlor, Churwell
 2:02:98 Jon Burrows, Queensland
 2:03:91 Sam Doyle, Glossop
 2:05:81 Michael Williams, Exeter
 2:08:73 Joe Young, Bickerton

CITY 2

3:07:66 Jon Burrows, Queensland

CITY 3

1:58:36 Jon Burrows, Queensland

DESERT 1

1:59:60 Ian Lawlor, Churwell
 2:00:95 Jon Burrows, Queensland

2:02:88 Michael Williams, Exeter

DESERT 2

1:54:70 Jon Burrows, Queensland

DESERT 3

2:27:18 Jon Burrows, Queensland

SPACE STATION 1

1:44:58 Ian Lawlor, Churwell
 2:06:30 Jon Burrows, Queensland

SPACE STATION 2

2:15:95 Jon Burrows, Queensland

SPACE STATION 3

2:49:41 Jon Burrows, Queensland

Perfect Dark

DATA DYNE CENTRAL

0:38 John Potter, Essex
 0:43 Jon Burrows, Queensland

DATA DYNE RESEARCH

1:38 John Potter, Essex
 2:08 Jon Burrows, Queensland

DATA DYNE CENTRAL

1:25 John Potter, Essex
 1:40 Jon Burrows, Queensland

CARRINGTON VILLA

1:24 John Potter, Essex
 1:36 Jon Burrows, Queensland

CHICAGO

0:19 John Potter, Essex
 1:28 Jon Burrows, Queensland

G5 BUILDING

1:03 John Potter, Essex
 2:39 Jon Burrows, Queensland

AREA 51: INFILTRATION

1:28 John Potter, Essex
 1:58 Jon Burrows, Queensland

AREA 51: RESCUE

1:50 John Potter, Essex
 2:53 Jon Burrows, Queensland

AREA 51: ESCAPE

1:50 Jon Burrows, Queensland
 3:02 John Potter, Essex

AIR BASE

1:31 John Potter, Essex
 1:50 Jon Burrows, Queensland

AIR FORCE ONE

1:03 John Potter, Essex
 2:10 Jon Burrows, Queensland

CRASH SITE

1:50 John Potter, Essex
 2:11 Jon Burrows, Queensland

PELAGIC 2

1:18 John Potter, Essex
 2:10 Jon Burrows, Queensland

DEEP SEA

5:27 Jon Burrows, Queensland

CARRINGTON INSTITUTE

1:04 John Potter, Essex
 1:26 Jon Burrows, Queensland

ATTACK SHIP

2:52 John Potter, Essex
 3:48 Jon Burrows, Queensland

SKEEDAR RUINS

2:03 John Potter, Essex
 2:53 Jon Burrows, Queensland

MR B'S REVENGE

1:58 Jon Burrows, Queensland
 2:00 John Potter, Essex

MAIAN SOS

2:02 John Potter, Essex
 2:55 Jon Burrows, Queensland

WAR

0:31 John Potter, Essex

THE DUEL

0:03 John Potter, Essex
 0:04 Jon Burrows, Queensland

International Track & Field: Summer games

POLE VAULT

6.55m
 Jack Stoddart, Middlesbrough

100M SPRINT

00:05:44 sec
 Jack Stoddart, Middlesbrough
 00:09:56 sec
 Antony Clarke, Sheffield

110M HURDLES

00:12:72 sec
 Jack Stoddart, Middlesbrough
 00:12:84 sec
 Antony Clarke, Sheffield

POLE VAULT

6.99m
 Antony Clarke, Sheffield

LONG JUMP

9.25m
 Antony Clarke, Sheffield
 9.40m
 Jack Stoddart, Middlesbrough

TRIPLE JUMP

18.71m
 Antony Clarke, Sheffield
 18.85m
 Jack Stoddart, Middlesbrough

JAVELIN THROW

105.67m
 Antony Clarke, Sheffield
 105.75m
 Jack Stoddart, Middlesbrough

HAMMER THROW

100.74m
 Jack Stoddart, Middlesbrough
 100.71m
 Antony Clarke, Sheffield

HIGH JUMP

2.47m
 Jack Stoddart, Middlesbrough

100M FREESTYLE

00:46:37 secs
 Jack Stoddart, Middlesbrough
 00:46:70 secs
 Antony Clarke, Sheffield

100M BREASTSTROKE

1:02:32 secs
 Jack Stoddart, Middlesbrough

VAULT

9.97 pts
 Jack Stoddart, Middlesbrough

HORIZONTAL BAR

9.96 pts
 Jack Stoddart, Middlesbrough

WEIGHT LIFTING

272.5 kg
 Jack Stoddart, Middlesbrough

TRAP SHOOTING

362 pts
 Jack Stoddart, Middlesbrough

CHAMPIONSHIP

10356 pts
 Jack Stoddart, Middlesbrough

Donkey Kong 64

RAMBI ARENA

216 Sean Matthews, Paisley
 212 Kris Christopher, Maestey
 202 James Eyre, Leicester
 202 Chris Webb, Gloucester
 198 Karl Kobst, Australia

ENGUARDE ARENA

365 Sean Matthews, Paisley
 345 Karl Jobst, Australia
 255 James Eyre, Leicestershire
 250 Anthony Hooley, Breaston
 250 Chris Webb, Gloucester

JETPAC ARCADE GAME

661910 James Eyre, Leicester
 655360 Jeffery Van der Aa, Netherlands
 50650 Trent Green, Australia
 31060 Anthony Hooley, Breaston

DONKEY KONG ARCADE GAME

52900 Yiannis Zavros, Cyprus
 52400 Chris Webb, Gloucester
 30600 John Lambregts, Holland
 30500 James Eyre, Leicester
 19100 Jeffery Van der Aa, Netherlands

Chameleon Twist

JUNGLE LAND

03:11 Luke Sutton, South Australia

03:15

Robert Gallagher, Southampton

03:25

Zack King, Surrey

04:50

Jeffery Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton



Goldeneye

FACILITY - 00 LEVEL!		2:37	Matthys ten Ham, The Netherlands
0:48	David Ryan, Derby	2:38	Danny Dunn, New Leake
0:51	Arif Mollah, Rochdale	2:38	Arif Mollah, Rochdale
0:55	Jon Burrows, Queensland		
0:56	Richard Dunn, New Leake		
0:57	Ben Kitchin, Australia		
BYELOMORYE DAM			
0:52	David and Christopher Ryan, Derby		
0:53	Arif Mollah, Rochdale		
0:53	James Eyre, Leicester		
0:53	Jon Payne, Derby		
0:53	Timothy Darling, Kent		
FACILITY			
0:39	David Ryan, Derby		
0:40	Jon Burrows, Queensland		
0:44	Luke Sutton, South Australia		
0:45	Richard Dunn, New Leake		
0:45	Arif Mollah, Rochdale		
0:51	James Eyre, Leicester		
RUNWAY			
0:22	Zak Brown, Australia		
0:23	Jon Burrows, Queensland		
0:24	Karl Jobst, Australia		
0:24	Michael Williams, Exeter		
0:24	David Ryan, Derby		
SURFACE 1			
0:57	Jon Burrows, Queensland		
1:01	Magnus Smith, Burra Isle		
1:02	David Ryan, Derby		
1:04	Arif Mollah, Rochdale		
1:06	Luke Sutton, South Australia		
BUNKER 1			
0:17	David Ryan, Derby		
0:19	Jon Burrows, Queensland		
0:19	Chris Stuart, Peterhead		
0:19	Arif Mollah, Rochdale		
0:19	Karl Jobst, Australia		
LAUNCH SILO			
1:02	David Ryan, Derby		
1:06	Arif Mollah, Rochdale		
1:06	James Eyre, Leicester		
1:08	Ben Kitchin, Australia		
1:09	Luke Sutton, South Australia		
FRIGATE			
0:24	Jon Burrows, Queensland		
0:25	Magnus Smith, Burra Isle		
0:31	Karl Jobst, Australia		
0:31	Matthys ten Ham, The Netherlands		
0:32	Stephen Hill, Maidstone		
SURFACE 2			
0:54	Jon Burrows, Queensland		
0:56	Karl Jobst, Australia		
0:57	Danny Dunn, New Leake		
0:57	Sam Doyle, Glossop		
0:57	Matthys ten Ham, The Netherlands		
BUNKER 2			
0:20	David Ryan, Derby		
0:22	Arif Mollah, Rochdale		
0:23	Luke Sutton, South Australia		
0:24	Christopher Ryan, Derby		
0:25	Jon Burrows, Queensland		
STATUE PARK			
2:30	Jon Burrows, Queensland		
2:33	Karl Jobst, Australia		
2:37	Matthys ten Ham, The Netherlands		
2:38	Danny Dunn, New Leake		
2:38	Arif Mollah, Rochdale		
MILITARY ARCHIVES			
0:16	David Ryan, Derby		
0:16	Jon Burrows, Queensland		
0:17	Chris Stuart, Peterhead		
0:17	Arif Mollah, Rochdale		
0:17	Christopher Ryan, Derby		
STREETS			
1:00	Zak Brown, Australia		
1:12	Jon Burrows, Queensland		
1:14	Danny Dunn, New Leake		
1:16	Karl Jobst, Australia		
1:17	Matthys ten Ham, The Netherlands		
DEPOT			
0:22	David Ryan, Derby		
0:22	Jon Burrows, Queensland		
0:23	Chris Stuart, Peterhead		
0:23	Arif Mollah, Rochdale		
0:23	Luke Sutton, South Australia		
TRAIN			
1:04	Arif Mollah, Rochdale		
1:21	Jon Burrows, Queensland		
1:25	Luke Sutton, South Australia		
1:25	James Eyre, Leicester		
1:26	Matthys ten Ham, The Netherlands		
JUNGLE			
1:02	Karl Jobst, Australia		
1:05	Jon Burrows, Queensland		
1:06	Karl Jobst, Australia		
1:07	Matthys ten Ham, The Netherlands		
1:07	Arif Mollah, Rochdale		
CONTROL CENTRE			
3:40	Jon Burrows, Queensland		
3:43	James Eyre, Leicester		
3:51	Arif Mollah, Rochdale		
3:52	Richard Dunn, New Leake		
4:20	Karl Jobst, Australia		
WATER CAVERNS			
1:04	David Ryan, Derby		
1:05	Jon Burrows, Queensland		
1:06	Matthys ten Ham, The Netherlands		
1:06	Arif Mollah, Rochdale		
1:07	Karl Jobst, Australia		
CRADLE			
0:40	Jon Burrows, Queensland		
0:42	Karl Jobst, Australia		
0:42	Matthys ten Ham, The Netherlands		
0:45	Karl Jobst, Australia		
0:46	Stephen Hill, Maidstone		
AZTEC COMPLEX			
1:08	David Ryan, Derby		
1:10	Chris Stuart, Peterhead		
1:16	Jon Burrows, Queensland		
1:18	Arif Mollah, Rochdale		
1:18	James Eyre, Leicester		
EGYPTIAN TEMPLE			
0:49	David Ryan, Derby		
0:50	Jon Burrows, Queensland		
0:54	Arif Mollah, Rochdale		
0:55	Karl Jobst, Australia		
0:55	Matthys ten Ham, The Netherlands		
0:56	Martin Hurley, St Helens		

Diddy Kong Racing

ANCIENT LAKE		00:51:26	Keith Boiston, Felling
00:32:21	Stacy Needham, Bicester	00:52:76	Richard Dunn, New Leake
00:37:11	Keith Boiston, Felling	00:54:05	Kevin Seeney, Bury St Edmunds
00:42:03	Adam Charlton, Buckden	00:54:26	Darren Harris, Birmingham
00:42:10	Rob Pierce, Salisbury		
00:42:54	Stephen Henderson, Upminster		
FOSSIL CANYON			
00:58:26	Stacy Needham, Bicester		
01:04:03	Keith Boiston, Felling		
01:04:62	James Eyre, Leicester		
01:05:00	Adam Charlton, Buckden		
01:10:00	Arthur van Dalen, Netherlands		
JUNGLE FALLS			
00:41:51	Stacy Needham, Bicester		
00:41:53	Adam Charlton, Buckden		
00:42:60	Keith Boiston, Felling		
00:45:66	Arthur van Dalen, Netherlands		
00:47:13	Richard Dunn, Boston		
TREASURE CAVES			
00:42:20	Keith Boiston, Felling		
00:44:75	Adam Charlton, Buckden		
00:47:71	Arthur van Dalen, Netherlands		
00:49:06	Richard Dunn, Boston		
00:49:31	Thomas Ferrari, Norfolk		
WHALE BAY			
00:53:01	Keith Boiston, Felling		
00:56:75	James Eyre, Leicestershire		
00:57:06	Rob Pierce, Salisbury		
00:59:63	Danny Dunn, New Leake		
01:02:11	Raymond Burton, Stockbridge		
PIRATE LAGOON			
01:01:23	Keith Boiston, Felling		
01:04:36	Rob Pierce, Salisbury		
01:05:73	Jan-Erik Spangberg, Sweden		
01:11:35	Jon Quarrie, Stapleford		
01:11:85	Darren Harris, Birmingham		
WINDMILL PLAINS			
01:33:18	Keith Boiston, Felling		
01:35:45	Adam Charlton, Buckden		
01:45:93	Richard Dunn, Boston		
01:47:56	Darren Harris, Birmingham		
01:49:36	Jan-Erik Spangberg, Sweden		
CRESCENT ISLAND			
01:07:45	Keith Boiston, Felling		
01:11:40	Adam Charlton, Buckden		
01:14:31	Richard Dunn, Boston		
01:17:43	Jan-Erik Spangberg, Sweden		
01:21:31	Kevin Seeney, Bury St Edmunds		
HOT TOP VOLCANO			
00:58:20	Stacy Needham, Bicester		
01:04:33	Keith Boiston, Felling		
01:10:35	James Eyre, Leicester		
01:15:75	Richard Dunn, Boston		
01:17:93	Rob Pierce, Salisbury		
GREENWOOD VILLAGE			
1:16:26	Stacy Needham, Bicester		
1:22:01	Jan-Erik Spangberg, Sweden		
1:22:73	Kevin Seeney, Bury St Edmunds		
1:23:25	Richard Dunn, New Leake		
1:27:24	James Eyre, Leicester		
HAUNTED WOODS			
00:48:36	Stacy Needham, Bicester		
00:51:26	Keith Boiston, Felling		
00:52:76	Richard Dunn, New Leake		
00:54:05	Kevin Seeney, Bury St Edmunds		
00:54:26	Darren Harris, Birmingham		
FROSTY VILLAGE			
01:10:96	Stacy Needham, Bicester		
01:19:01	Rob Pierce, Salisbury		
01:20:60	Richard Dunn, New Leake		
01:21:86	Kevin Seeney, Bury St Edmunds		
01:27:20	Darren Harris, Birmingham		
EVERFROST PEAK			
01:19:88	James Eyre, Leicester		
01:25:26	Richard Dunn, New Leake		
01:28:11	Darren Harris, Birmingham		
01:28:16	Tammy Harris, Birmingham		
01:30:91	Kevin Seeney, Bury St Edmunds		
SNOWBALL VALLEY			
00:44:10	Stacy Needham, Bicester		
00:53:40	Richard Dunn, New Leake		
00:54:70	Jan-Erik Spangberg, Sweden		
00:55:10	James Eyre, Leicester		
00:56:05	Darren Harris, Birmingham		
BOULDER CANYON			
01:25:48	Keith Boiston, Felling		
01:33:36	Rob Pierce, Salisbury		
01:33:81	Danny Dunn, New Leake		
01:34:11	James Eyre, Leicester		
01:36:30	Kevin Seeney, Bury St Edmunds		
WALRUS COVE			
01:29:31	Keith Boiston, Felling		
01:30:73	Adam Charlton, Buckden		
01:32:15	Jeffrey Van Der Aa, The Netherlands		
01:40:95	Richard Dunn, Boston		
01:41:55	Jan-Erik Spangberg, Sweden		
SPACEDUST ALLEY			
01:25:05	Stacy Needham, Bicester		
01:28:83	James Eyre, Leicester		
01:34:51	Danny Dunn, New Leake		
01:34:63	Keith Boiston, Felling		
01:44:61	Arthur van Dalen, Netherlands		
01:47:51	Kevin Seeney, Bury St Edmunds		
DARKMOON CAVERNS			
01:39:13	Keith Boiston, Felling		
01:46:41	Adam Charlton, Buckden		
01:49:03	Richard Dunn, Boston		
01:55:43	Kevin Seeney, Bury St Edmunds		
01:55:71	Jan-Erik Spangberg, Sweden		
01:57:26	Martin Hurley, St Helens		
SPACEPORT ALPHA			
01:32:00	Stacy Needham, Bicester		
01:32:31	Keith Boiston, Felling		
01:41:51	James Eyre, Leicester		
01:44:35	Kevin Seeney, Bury St Edmunds		
01:44:60	Danny Dunn, New Leake		
01:46:23	Rob Pierce, Salisbury		
STAR CITY			
01:14:20	Stacy Needham, Bicester		
01:29:36	Kevin Seeney, Bury St Edmunds		
01:30:45	Rob Pierce, Salisbury		
01:30:90	Richard Dunn, Boston		
01:31:26	Darren Harris, Birmingham		
01:42:48	John Dick, Uddingston		
01:50:07	Martin Hurley, St Helens		

Top Gear Rally

COASTLINE	
02:25:83	Gavin Deadman, Biggin Hill
02:34:75	Chris La Rosa, Hundelton
02:37:07	Chris Dunn, New Leake
02:39:50	Kristoffer Thorbjornsen, Scotland
03:40:42	Jason Larosa, Pembroke
STRIP MINE	
02:01:80	Andrew Wetherell, Sandhurst
02:04:20	Chris La Rosa, Hundelton
02:08:76	Michael Tokarz, New South Wales
02:43:03	Chris Dunn, New Leake
02:52:79	Jason Larosa, Pembroke
JUNGLE	
03:24:50	Gavin Deadman, Biggin Hill
03:29:74	Chris La Rosa, Hundelton
03:38:90	Michael Tokarz, New South Wales
04:15:73	Chris Dunn, New Leake
05:10:74	Jason Larosa, Pembroke
MOUNTAIN	
03:59:70	Gavin Deadman, Biggin Hill
04:11:05	Chris La Rosa, Hundelton
04:52:82	Chris Dunn, New Leake
06:13:83	Andy Green, Kent
06:29:16	Kuljit S Athwal, Dundee
DESERT	
03:53:54	Gavin Deadman, Biggin Hill
04:02:57	Chris La Rosa, Hundelton
04:45:18	Chris Dunn, New Leake
05:56:59	Andy Green, Kent
06:05:43	Kuljit S Athwal, Dundee

Yoshi's Story

37500	Anthony Hooley, Breaston
37424	Danny Dunn, New Leake
35998	Richard Dunn, Boston
35460	Bonny Qvistorf, Copenhagen
34956	David Park, Hebburn
33701	Andy Murray, Bournemouth
32112	Martin Hurley, St Helens

Turok Training

2:12	Michael Williams, Exeter
2:17	Mikhael Farrelly, Zimbabwe
2:20	Richard Dunn, New Leake
2:23	Fiaz Farrelly, Zimbabwe
2:33	Ben Webster, Millbridge

Tetrisphere

RESCUE	
913530600	John Lambregts, The Netherlands
259549700	Joel Smith, Springwood, Australia
145032800	Jay Scott, Fort-William
82047300	Gavin Brennan, Claremorris
78621700	Barbet Koolmees, Holland

Shadows Of The Empire

BATTLE OF HOTH		0:01:41	Magnus Smith, Burra Isle
0:02:07	Matthew Stevenson, Bournemouth	0:02:49	Matthew Stevenson, Bournemouth
0:02:23	Karl Jobst, Australia	0:04:26	Hans Labefer, The Netherlands
0:02:46	Magnus Smith, Burra Isle		
0:02:52	John Brennan, Bicester		
0:03:15	Karl Jobst, Australia		
ESCAPE FROM ECHO BASE			
0:01:26	Karl Jobst, Australia		
0:01:36	Magnus Smith, Burra Isle		
0:01:58	Jason Lloyd Parsons, Anglesey		
0:03:28	John Brennan, Bicester		
0:03:52	Matthew Stevenson, Bournemouth		
THE ASTEROID FIELD			
0:03:16	Matthew Stevenson, Bournemouth		
0:03:32	Karl Jobst, Australia		
0:03:38	John Brennan, Bicester		
0:04:00	John Lambregts, The Netherlands		
0:04:19	Sebastian Pantrey, Goudhurst		
MOS EISLEY AND BEGGAR'S CANYON			
0:01:36	Karl Jobst, Australia		
		0:01:41	Magnus Smith, Burra Isle
		0:02:49	Matthew Stevenson, Bournemouth
		0:04:26	Hans Labefer, The Netherlands

Starfox/Lylat Wars

OVERALL SCORE

3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson, Newcastle-Upon-Tyne
2150 kills Jan-Erik Spangberg, Sweden

CORNERIA

282 kills Andrew Robson, Newcastle-Upon-Tyne
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece

METEO

397 kills Richard Dunn, New Leake
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
321 kills John Lambregts, Holland

SECTOR X

246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
233 kills Karl Jobst, Australia
211 kills David Ryan, Dublin
188 kills John Lambregts, Holland

KATINA

333 kills Daniel Dunn, New Leake

217 kills Kevin Seeney, Bury St Edmunds
215 kills John Lambregts, Holland
214 kills David Ryan, Dublin
197 kills Karl Jobst, Australia

SECTOR Y

187 kills David Ryan, Dublin
173 kills Michael Ilioski, Victoria
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

SECTOR Z

97 kills Michael Ilioski, Victoria
85 kills Greg Smith, Wamberal

SECTOR S

232 kills Michael Ilioski, Victoria

VENOM 2

232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeney, Bury St Edmunds
227 kills David Ryan, Dublin
227 kills Richard Dunn, New Leake

AREA 6

448 kills Daniel Dunn, New Leake
425 kills Karl Jobst, Australia
417 kills John Lambregts, Holland
374 kills Mark Nicol, Western Australia
327 kills John Lambregts, Holland

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeney, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford

2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge
1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeney, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeney, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Mario Kart 64

LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:46:78 Ben Kitchin, Australia
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston

KOOA TROOPA BEACH

01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Arif Mollah, Rochdale
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:25:72 Ben Kitchin, Australia
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle

WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:16 Ben Kitchin, Australia
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake

CHOCO MOUNTAIN

0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
1:00:56 Richard Dunn, New Leake
1:02:98 Arif Mollah, Rochdale
1:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands
01:24:49 Arif Mollah, Rochdale
01:26:99 Ben Kitchin, Australia
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland

KALAMARI DESERT

00:50:70 Jeffery Van der Aa, Netherlands

00:52:47

00:52:47 Ben Kitchin, Australia
01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

RAINBOW ROAD

03:08:87 Ben Kitchin, Australia
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:13:51 James Eyre, Leicestershire

BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands
00:55:24 Ben Kitchin, Australia
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:41:49 Martin Hurley, St Helens

SHERBET LAND

00:58:05 Ben Kitchin, Australia
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:56:16 Martin Hurley, St Helens

BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:24:12 Ben Kitchin, Australia
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:21:22 Martin Hurley, St Helens

TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands
01:43:33 Arif Mollah, Rochdale
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alvaston
01:51:22 Martin Hurley, St Helens

Banjo Kazooie

SPIRAL MOUNTAIN

0:02:01 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

0:10:45 Jon Burrows, Queensland
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeney, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:14:07 Jon Burrows, Queensland
0:15:02 Kevin Seeney, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland
0:08:47 Kevin Seeney, Bury St Edmunds

0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

0:20:52 Jon Burrows, Queensland
0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeney, Bury St Edmunds

RUSTY BUCKET BAY

0:12:18 Jon Burrows, Queensland
0:13:30 Kevin Seeney, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZY PEAK

0:13:19 Jon Burrows, Queensland
0:13:34 Kevin Seeney, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

GOBI'S VALLEY

0:11:25 Jon Burrows, Queensland
0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeney, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

GRUNTILDA'S LAIR

0:46:46 Michael Ilioski, Victoria

Beetle Adventure Racing

COVENTRY COVE

4:42:98 Martin Van Duuren, Holland
4:43:70 Matthys ten Ham, The Netherlands
4:48:61 Jan-Erik Spangberg, Sweden
4:50:26 Paul Nicholls, Coventry
4:50:01 Robert Parker, Cambridge

MOUNT MAYHEM

4:45:85 Matthys ten Ham, The Netherlands
4:47:65 Martin Van Duuren, Holland
4:50:03 Jan-Erik Spangberg, Sweden
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton

INFERNO ISLE

6:29:06 Martin Van Duuren, Holland
6:33:09 Jan-Erik Spangberg, Sweden
6:36:24 Matthys ten Ham, The Netherlands
7:00:95 Robert Parker, Cambridge
7:01:69 Andrew Stanger, Wyton

SUNSET SANDS

5:11:50 Matthys ten Ham, The Netherlands
5:14:26 Martin Van Duuren, Holland
5:43:17 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wyton
6:00:96 Jan-Erik Spangberg, Sweden

METRO MADNESS

5:43:46 Martin Van Duuren, Holland
5:50:98 Matthys ten Ham, The Netherlands
6:12:53 Jan-Erik Spangberg, Sweden
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton

WICKED WOODS

3:42:02 Jan-Erik Spangberg, Sweden
3:54:11 Matthys ten Ham, The Netherlands
3:56:50 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton

Mario Party

SHY GUY FLY

0:08:76 Kimmo Kartasolo, Finland
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

SLOT CAR DERBY 1

0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham
0:27:60 John Lambregts, Holland
0:29:73 Kimmo Kartasolo, Finland

SLOT CAR DERBY 2

0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston
0:39:90 Kimmo Kartasolo, Finland

Blast Corps

DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

SIMIAN ACRES

0:14:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

MOON

2:23:0 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Micro Machines

THE MAIN COURSE

00:11:90 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND BURN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:60 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:7:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:44 Karl Jobst, Australia
00:45 Arif Mollah, Rochdale
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
03:58 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

THE JADE MOON

01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:30 Karl Jobst, Australia

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
03:42 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

0:24 Richard Dunn, New Leake
0:24 Jan-Erik Spangberg, Sweden
0:24 Karl Jobst, Australia
0:29 Jon Burrows, Queensland
0:34 John Brennan, Bicester

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
08:52 Karl Jobst, Australia

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
04:57 Karl Jobst, Australia
05:02 Jon Burrows, Queensland
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:45 Karl Jobst, Australia

MOFF SEERDON'S REVENGE

02:09 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:27 Karl Jobst, Australia
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:53 Karl Jobst, Australia
01:56 Jan-Erik Spangberg, Sweden
01:58 Arif Mollah, Rochdale

SCARS

ISLAND

0:45:20 Luke Sutton, South Australia
0:45:48 Luke Kemp, Sevenoaks
0:46:76 Jeffrey Van Der Aa, The Netherlands

SKI

1:04:84 Jeffrey Van Der Aa, The Netherlands
1:09:48 Luke Kemp, Sevenoaks

RALLY

0:53:44 Jeffrey Van Der Aa, The Netherlands
0:55:84 Luke Kemp, Sevenoaks

CANYON

0:51:12 Jeffrey Van Der Aa, The Netherlands
0:51:84 Luke Kemp, Sevenoaks

MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands

WATER

0:46:04 Jeffrey Van Der Aa, The Netherlands
0:47:92 Luke Kemp, Sevenoaks

PIPE

1:24:24 Luke Kemp, Sevenoaks
1:28:52 Jeffrey Van Der Aa, The Netherlands

BLADE

0:58:36 Luke Kemp, Sevenoaks
0:59:24 Jeffrey Van Der Aa, The Netherlands

AZTEC

0:47:52 Luke Sutton, South Australia
0:53:32 Luke Kemp, Sevenoaks
0:54:17 Martin Hurley, St Helens
0:59:48 Andy Murray, Bournemouth

Wave Racer

SUNNY BEACH

0:55:38 David Ryan, Derby
0:57:86 Adam Tucker, Great Yarmouth
0:58:12 James Eyre, Leicester
0:59:29 Luke Sutton, South Australia
1:00:782 Alan Dundas, Arbroath

SUNSET BAY

1:00:029 David Ryan, Derby
1:00:144 Adam Tucker, Great Yarmouth
1:03:207 Luke Sutton, South Australia
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill

DRAKE LAKE

0:57:965 David Ryan, Derby
1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath

GLACIER COAST

1:19:448 David Ryan, Derby
1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham

PORT BLUE

1:23:733 David Ryan, Derby

ADAM TUCKER, GREAT YARMOUTH

1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield

SOUTHERN ISLAND

1:00:106 David Ryan, Derby
1:05:837 Adam Tucker, Great Yarmouth
1:12:716 James Eyre, Leicester
1:13:497 Luke Sutton, South Australia
1:14:868 Darren Harris, Birmingham
1:17:721 Gavin Deadman, Biggin Hill

TWILIGHT CITY

1:28:483 David Ryan, Derby
1:44:321 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke
1:50:372 Martin Hurley, St Helens

MARINE FORTRESS

1:15:165 David Ryan, Derby
1:18:853 Adam Tucker, Great Yarmouth
1:27:710 James Eyre, Leicester
1:27:854 Ruaidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill
1:37:192 Martin Hurley, St Helens
1:45:873 Andy Murray, Bournemouth

Scorezone Challenge!

Another false start this month and the athletes have been sent back to the starting line. Until we get sent some genuinely sore thumbs posting us evidence of top scores on *International Track and Field*, we'll just have to look elsewhere. So... no specific challenge this month... just send us a top score on a game we haven't featured yet!

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion that picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!



64 A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.

AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

J-Arm

Gives extra turbos

Ika-Chu

gives double jumps

Father

gives longer air time

J-B

press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

Hidden Cars

Bugatti EB110

Finish championship mode on novice

Ferrari F50

Finish championship mode on expert

Ferrari Testarossa

Finish the basic arcade mode on expert

Porsche 959

Finish the basic arcade mode on expert

Vector

Finish the pro arcade mode on novice

Dodge Viper

Finish the pro arcade mode on expert

ARMORINES: PROJECT SWARM

CHEAT CODES

Enter the following codes on the cheats screen for the resulting effects.

Goldenpie

unlocks all cheats

Skippy

accesses all levels

Godly

reveals God mode

Loaded

unlocks all weapons

Sorted

gives you infinite ammunition

Pen and Ink mode

To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.

Fast Running

To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES

Enter any of the following codes at the password screen.

ALCHR All Multiplayers:

VRCLN All Weapons:

NSRLS Weird Colours:

CLRSMN Invincibility:

MMRTL Invisibility:

DNLVSKSF Giant Mode:

IVNLRG Infinite Continues:

CNTN Full Ammo:

MMLVSRM Level Select:

DNSTHMN Mini Mode:

DRVLVSMMD Debug Info:

PLYHVR Play as Hoover:

GRNGRLRX Play as Vikki:

TNSLDRS Play as a Tin Soldier:

AEROFIGHTERS ASSAULT

Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane

On the opening title screen enter the following code:

C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS

On the title screen enter R, A, Z, R, C Right, A, B to enable the credits option.

Alien Team and Stadium

On the 'enter cheats' screen, enter the code: **ATEMYBUIK**

Beachball Baseball

On the 'enter cheats' screen, enter the code: **BBNSTRDS**

Big Everything

On the 'enter cheats' screen, enter the code: **GOTHELIUM**

Broken Bats

On the 'enter cheats' screen, enter the code: **BRKNBAT**

Fat or Skinny Players

On the 'enter cheats' screen, enter the code: **ABBTNCSTLO**

Fireball

On the 'enter cheats' screen, enter the code: **GRTBLSFSDST**

Paper Players

On the 'enter cheats' screen, enter the code: **PRPPAPLYR**

BUCK BUMBLE

All weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

BOMBERMAN HERO

Achieve a five rating on every

stage up to and including Garaden Star for:

Slider Race

(Available on the options screen.)

Gossick World

Collect all 24 of the other Dimension Bombs for access.

Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt

Finish Gossick World to get a third play mode on the options screen.

BODY HARVEST

For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

Weapon Power Up

A, Right, C Down, C Right, C Up, A, Left.

Serious Firepower

C Down, C Up, Up, Z, Z, Left, C Right.

Surreal Graphics

C Down, Up, Right, Right, C Right, A, Left.

Smart Bomb

A, C Up, C Up, Up, Left.

Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

Kill Adam

B, Left, C Right, C Right, Down.

Create Mutant

C Down, Up, Z, Z, C Right, Right.

Black Adam

C Left, C Right, A, C Down, C Right, Left.

All Artifacts

Up, C Down, C Right, Z, Up, Left.

Tall Adam



Double Bounce
6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS

Hot Spots
AC, JS, 3C, 7H, 9H
Oil Slick
9H, 6C, 2H, 6S, 2S
Bumpers
2H, 3D, 7C, QD, 8D
Conveyor Belts
AC, 7D, 6S, JC, 4H
First in, Last Out
AC, JC, 3D, JH, KH
Turnaround
4C, 6H, 8C, QS, AD
S. Dakota Switch
2H, 4D, 6D, 4C, 6C
Double Cross
5S, 9S, 10S, QS, 9C
Decathlon
D, 4C, 8H, AC, 10C
Moving Ground
9C, AH, JH, 8D, AS

SWAMP ISLANDS

Breakaway
2H, 6S, 8D, 7H, 7D
remote Control
5S, 9S, JS, 10D, 4C
Trampoline Act
AC, JC, 3D, JC, 7H
Runaround
2S, 6S, JH, 4H, KC
Take it with you
5D, 9H, 2D, 5H, KD
Twin Cities
AC, 6S, 8S, 2C, JS
Crossover
AS, 5D, 3S, JH, AS
Cornered
9D, QD, 4C, 5C, 3H
Peninsula
9H, QH, 5S, JD, AH
Chip Shop
5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies

If you find yourself short on cash, try these tips to stretch your funds: To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself \$500. If you need more power, forget building an advanced power plant and build two normal power

plants instead. you'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200
Open All Missions
On the "Press Start" screen quickly press B, A, R, R, A, C Right, Up and Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable!

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.
Play as it
Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!
Magic Codes
Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two player adventure mode

DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF

No bananas on track

BYEBYBALLOONS

No balloons (ie: weapons) on track
TIMETOLOSE
Ultimate AI characters
BOGUSBANANA
Bananas reduce speed instead of boosting it
BODYARMOR
All balloons are yellow shield balloons
ROCKETFUEL
All balloons are blue boost balloons
BOMBSAWAY
All balloons are red rocket balloons
OPPOSITESATTRACT
All balloons are magnetic rainbow balloons
TOXICOFFENDER
All balloons are green drop behind balloons
ARNOLD
Larger characters
TEENYWEENIES
Smaller characters
OFFROAD
Four wheel drive for more speed on rough terrain
BLABBERMOUTH
Instead of a horn, the characters will babble incoherently
JUKEBOX
Music menu
WHODIDTHIS
View credits without completing the game

DESTRUCTION DERBY 64

Turbo start

Straight after the announcer says "set" press and hold down the A button.

Unlock Extra Cars

In world championship mode:

Taxi Cab

Complete the first circuit.

Pick Up Truck

Complete the second circuit with the taxi

Ambulance

Complete the Legend circuit with the pick up.

Ragtop

Beat Alpine Ridge time trial

challenge with Baja.

Blue Demon

Beat Seascape Sprint time trial challenge with Ragtop.

Hatchback

Beat Terminal Impact time trial challenge with Ragtop.

Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

Woody Wagon

Beat Bayou Run time trial challenge with Ragtop.

Police Car

Beat Midnight Rumble time trial challenge with Ragtop.

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press: R, C, Right, R, L, R, R, Left

No Monsters

Enable cheat menu, press: L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DOOM 64

?TJL BDFW BFGV JVVH

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the cheat menu and enter one of the following codes for the desired effect:

YADAYADA Mirror mode

MIDNIGHT Night mode

TRICKSTER All stunts



PATWELLS Beat This! mode
PINHEAD Small Head Mode
BLAHBLAH Big Head Mode
SHOWOFF Stunt Mode
INVISRIDER No Riders on Bikes
 Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through all the stunts!

Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password

On password screen enter 81GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen: nitroid

Rock Race Mode

Enter on Name selection screen: roller

Extreme Speed

Enter on name selection screen: xtreme

Fisheye lens

On name selection screen: fisheye

Upside down Mode

On name selection screen: antigrav

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should

notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

Hidden Werewolf

Select Pierre as your character then mid fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

Unlock Ushi

To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

All Guns

L and R And Down, L and C Left, L and C Right, L and R and C left. L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

Cheat Menu codes, enter on the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C left.

Turbo Mode

Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and Down, C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R



and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

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INTERNATIONAL SUPERSTAR SOCCER 64

Make sure you stay on the ball in the prequel to ISS 2000 with these cheats.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down, Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to outpace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a

tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them—once this is over, you can press R on the level select screen to get 12 more levels.

MACE: THE DARK AGE

To play Two Player Practice Mode

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete on their home stage and then select the character you want to fight and begin.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want.

Fight as Pojo

The Chicken Successfully perform Taria's execution. The begin another match and highlight Taria, hold the

start button down on the selection screen and Pojo will appear.

Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Xios Long and press Quick to play as a janitor.

Head Swap

On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers.

On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head

Ragnar, Al Rashid, Takeshi Random Opponent

Hell Knight, Xiao Long, Dregan, Namira

Tiny Players

Takeshi, Al Rashid, Rangar, Xiao Long

Speed Mode

Ichiro, Xiao Long, Koyasha

Hidden Battle Stages

To fight on a particular characters battle stage choose a character

and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi San Francisco Rush

Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long

Koyasha, Executioner, Lord Demios, Xiao, Long

Machu Pichu

Namira, Koyasha, Taria

MORTAL KOMBAT TRILOGY

Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Khameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Khameleon!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight

screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freplay' will appear in the remaining Credits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus Galaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue ?

Menus

During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

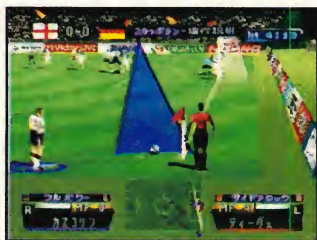
Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each



character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum damage and disabled throws
111 111	Free weapon
123 123	No Power
222 222	Random weapons
321 321	Big head mode
333 333	Random kombat
444 444	Armed and dangerous
555 555	Many weapons
666 666	Silent kombat

MICROMACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down

Slow CPU cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down- Quit race and win (doesn't work in time trial). Hold Z and press Up, Down, Left and Right- Change camera angle. Hold Z and press L or R- Change camera zoom Hold Z and press C Left- Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better." (all entered on mission select screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Turbo Mode

C Up, Z, C Up, Z, C Up

Kid Mode

C Down, C Up, R, C Left, Z

9MM Pistol

R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left

MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board. when the scores are added up; you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car derby 2" on mini game island. You can play Bumper Ball Maze 1 in the mini game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third course.

BOWSER'S MAGMA Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items In shop

Complete the Eternal Star stage and after the end sequence will appear special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Sunny

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny.

Harry

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable



Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once you've got Mario.

Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:

0EQ561G2

Camp Hyrule Cup 1

5VW689O6

Camp Hyrule Cup 2

KPXWN9N3

Nintendo Power Tournament

FJQ49LJA

Nintendo Power Summer Scramble
Faster Animation

To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Metal Mario

Get 108 birdie badges in tournament mode

Sonny

Beat him in 'Get Character' mode

Maple

Get 50 birdie badges in tournament mode

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R. **Player Inspection**

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.

Remove Opposing Goalie

Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you're controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

NUCLEAR STRIKE

If the guide isn't enough to help you save the world try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL

Increased armour

CPPLM

Invincibility

OFF ROAD CHALLENGE

Four extra trucks

(All cheats are accessed on vehicle selection screen)

Punisher Truck

Tap C Down

4x4 Monster Truck

Tap C Up

Thunderbolt Truck

Tap C Left

Crusher Truck

Tap C Right

El Cajon Track

to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

Quick Start

To get a boost at the start of the race hit the gas as the announcer says "Go!"

PERFECT DARK!

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. These include the PP9, KLO1313 and RC-P45.

PUYO PUYO SUN 64

Elephant Mode

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three for seconds.

Play as Carbuncle

On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode

This cheat gives you access to level warp, weapons and God mode. On the password screen type:
QQQQ QQQQ QQQQ QQQQ. You

will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS

Central Complex

6BB NVJB BSBX XBF5

Intelligence Centre

1KLS 7VDH B8BT FLXM

Communication Centre

ZKLT QN7G 9oB? YCH6

Orbital Defence

VK3K 1MBG T8B7 DCBK

Docking station

WK3C CW3B 99BB XBGH

Strogg Fighter

TK7F BDGT FCJP YF6G

Cargo Bay

ST6T 7MXR 9V1o JVR9

Zaxite Mines

R78R DPDL 6HJX 9VG6

Storage Facility

Q87H GNVC PF1L ?BPC

Organic Storage

P64Y Q6RS T7:K ?LW8

Processing Centre

N4R3 7T82 VWQW ZG7V

Geothermal Station

MGO4 9QMG Y4oV LQKY

Detention Centre

L689 GR4B 7oVB JMGM

Research Lab

K6?Y X766 T6ZK 994R

Bio Waste Treatment

J6?4 7SLM YR72 QDSB

Access conduits

H6?W 39XL P4Z1 7XBC

Decent to the core

G46V MQZ2 V6FK NK9W

Comman Core

F46V RQZ2 VYSH SK7N

Secret Level: Twist

FBBC VBBB FBBC VBF7

MULTILEVEL PASSWORDS

Change Level Colours

S3TC oOLC oLoR S???

Infinite Ammunition

S3TL NF1N 1T3S HOTS

Low Gravity

S3TL oWRG V1TY

RAKUGA KIDS

Alternate costume

Press punch or kick buttons to choose your fighter and different

costumes on the character selection screen.

Fight As Inoz

Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness

Accumulate a total of more than five hours gameplay.

RAINBOW SIX

Recruit Passwords

Level 2 12D1S2Q22MQQ

Level 3 BJBBC3Q22WQQ

Level 4 BZDBSMQZZ!QQ

Level 5 CJTCCQ2FSGSQ

Level 6 K2TK65Q2F4SQ

Level 7 T2TT68QGF!WQ

Level 8 5JR5L1QGGGGSQ

Level 9 52T572Q4G4SQ

Level 10 VJVVJQGGWSQ

Level 12 VZRFTMQ2G8SQ

VETERAN PASSWORDS

Level 2 1ZL1S2RF2MQQ

Level 3 BJJBBC3RF25QQ

Level 4 BZJBMSRF28RQ

Level 5 CZBCS5RFFMRQ

Level 6 DJBDCYRF5RQ

Level 8 LZBDS8R2F8RQ

Level 9 MJB2D1R2D2RQ

Level 10 2ZB2T2R2GMQQ

Level 11 FJJFD3R2G5RQ

Level 12 FZJFTMR2G8RQ

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - far more easily - enter B, A, Z, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen.

Following passwords start game with 110 lives

Easy Level: BSBBBTJBB

Normal Level: BCBBLBTJBB



Insane Level: BFBBCJTBB

Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up

During the game: Left, Left, Right, Right, C Up

Shield

During the game: Down, Left, C Left, C Right

Flame Thrower

During the game: Down, Right, Down, Right, C Right

Gas Gun

During the game: Up, Down, C Right, C Left

Four Way Fire

During the game: Down, Down Up, C Right

Three Way Fire

During the game: Right, Right, C Left, C Down

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password to get the end.

PASSWORDS

Level

90: CSSRQQHLRH
98: DGQDQQLHJ
99: DNKFQGLIJ
100: DDJGQGLIJ
101: DLRHQQLMJ
102: DBBJQLDLNS
103: DMNJQGFPLS
104: DNTJQLCLQJ
105: DGBKQLCLQJ

READY 2 RUMBLE BOXING

Unlock classes and boxers
Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE

Bronze class

SILVER

Silver class

GOLD

Gold Class



CHAMP

Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry

During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

ROAD RASH 64

Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.



Levitation

Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort

C Up, C Up, C Up, C Up

Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times.

Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Gravity

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One

Collecting nine keys on any tracks get you a very fast new car!

Prototype Car

Collect all 12 keys from any track.

Rocket car and Midway track
Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster

Find all four Mountain Dew cans on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up



Switch control directions
Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu

Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreak

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RAMPAGE

Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. it won't last wrong however!

Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph	Cats
Lizzie	Birds
George	Dogs

HIDDEN CITIES

On the next city screen tap the following buttons

Ralph	Kick
Lizzie	Punch
George	Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NoT3T	Opens all characters
BVGGY	Opens cheat menu in options
B1G4L	Play as mystery alien
SM14N	Play as George

S4VRS	Play as Lizzy
LVPVS	Play as Ralph
SR3YD	Play as Nubus

RESIDENT EVIL 2

Cheat Codes

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

RUGRATS TREASURE HUNT

Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

SCARS

Enter these codes on the option menu

LGSSSX	Crystal cup
CRKKYY	Diamond cup
DZPKKK	Zenith cup
PXPRTS	Master mode, compete with all hidden cars

SDSSRT	Scorpion car
TRTLL	Cobra car
NRNNRR	Cheetah car
YMSTTR	Panther car
WLLVDD	All codes

On player select screen do the following to open everything up.

Left, Up, Right, Down, Z, R, Down, Left, Up, Right

STARCRIFT 64

Some brand new cheats to help keep your head above the stars – may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game:

All research

1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right and press A on his statistics screen.

Deadly Fall

Select death match and finish all courses in expert mode.

SUPERCROSS 2000

Freestyle Trick List

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander	Up
No Footer	Down
Nac Nac	Left
Pancake Whip	Right
Rear fender grab	Up, Down

Vertical fender grab	Down, Up
Slide heel click	Right, Left
Banza!	Left, Right
Superman	Left, Down, Right
Bar Hop	Up, Left, Up
Saran wrap	Up, Right, Down
Cliffhanger	Right, Down, Left
Heel click	Down, Left, Up
Nothing	Right, Up, Left
Cordove	Left, Up, Right
Can Can	Down, Right, Up
Superman fender grab	Up, Left, Down
No riders	

when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible.

Sheep racing

Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHERS

Change costumes

Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom

Complete the game with all eight characters

Play as Captain Falcon

Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi

Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff

Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness

Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SOUTH PARK

FUNCTION

All cheats

CODE

BOBBYBIRD

LEVEL SELECT

THEEARTHMOVED

Invincibility

ASSMAN

All weapons

FATKNACKER

Unlimited ammo

FATTERKNACKER

Skinny mode

VEGGIEHEAVEN

Big head mode

MEGANOOGGIN

Pen and ink mode

PLANEARIUM

View credits

SCREYOUUGUYS

All characters

OMGTKKYB

Officer Barbrady

ELVISLIVES

Mr Mackey

CHEATINGISBAD

Philip

PHAERT

Terrence

RAFT

Mr Garrison

DOROTHYSFRIEND

Chef

LOVEMACHINE

Wendy

CHECKATACO

Pip

FISHNCHIPS

Ike

KICKME

Mrs Cartman

ALLWOMAN

Mephisto

GOODSCIENCE

Jimbo

STARINGFROG

Ned

HAWKING

Big gay Al

OUTRAGE

Alien

MAJESTIC

Starvin Marvin

SLAPUPMEAL

SOUTH PARK RALLY

Hidden Characters

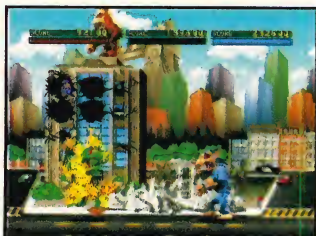
Complete these tasks

Mr Garrison

Finish Rally Days 2 race

Mr Mackey

Finish Spring Cleaning race



Big Gay Al

Finish Pink Lemonade race

Mephesto

Finish 4th July race

Grandpa

Finish Halloween race

Jesus

Finish Christmas race

Satan

Finish New Years Day race

Ned

Finish 4th July race with Kyle

Damien

Finish Halloween race with Kenny

Visitor

Collect two pot pies in Memorial Day race

Ike

Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip

Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control

Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode

RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu

RRDEBUG to access the debug option.

Invincibility

RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga

RRCYYUN

Turbo Start

As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids

RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso

RRJINNRE

Taunt Your Opponent

Hold Z as you press A to start the race.

Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code RRTANGENTABACUS before selecting End with the L button. Start any race, pause the game and press Up, Left, Down, Right on the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS

Fly the Tie Interceptor

Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password. Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's

Canyon on Tatooine.

Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS

Infinite lives

IGIVEUP

View Credits

CREDITS

Alternate Radar

RADAR

Control AT-ST

CHICKEN

More A-Wings

ACE

View Movies

DIRECTOR

Millennium Falcon

FARMBOY

Music Test

MAESTRO

All power ups

TOUGHGUY

Open all levels

DEADDACK

Bearded man on screen

HARDROCK

Change V-Wing into Flying

Cadillac

KOELSCH

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. Start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence

End your name as _Credits

Plat as Wampa

On the "Escape from Echo Base"



Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as _Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad Left
4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.
5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.
6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6.

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after

switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON & CAR

2 Type CE

(Toyota Celica) & Type IP (Isuzu P)

3 Type M3

(BMW M3) & Type SP (Toyota Supra)

4 Type NS

(Nissan Skyline) & Type RS (Ford RS 200)

5 Type Ps

(Porsche 959) Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2

Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4

2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TUROK

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

Gives Everything

NTHGTHDGCRTDTRK

Show enemies

NSTHMNDNT



Quake Mode

CLLHTNMNT

Vivid colours

LLTHCLRSFTHRN

Tiny enemies

ZDNCHN

Pen and Ink mode

DLKTCR

Disco mode

SNFFRR

Gallery mode

THBST

All weapons

CMGTSMMGGTS

Infinite Ammo

BLTSSRRFRND

Unlimited lives

FRTHSTHTTRLSC

Spirit mode

THSSKSL

Credits

FDTHMGS

Robin Mode

RBNSMTH

Fly mode

LKMBRD

TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode

UBERNOODLE

Stick Mode

HOLASTICKBOY

Tiny Mode

PIPSQUEAK

Zach's Cheat

AAHGOO

Pen and Ink

IGOTABFA

Gouraud mode

WHATSATEXTUREMAP

Blackout mode

LIGHTSOUT

Juan's Cheat

HEEERESJUAN

Ultimate Code

BEWAREOBLIVIONISATHAND

TWISTED EDGE EXTREME SNOWBOARDING

Hidden boarders

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode

Beat the game on the first three difficulty levels.

Twisted Mode

Beat the game in master mode.

Mirror mode

Beat the game in twisted mode. Boss Snowboard and Bob. Come first overall in the mirror course

Hidden G character

First stunt challenge mode with more than 28,000 points and get a first place rating

Quick Start

Press up twice right after the word go vanishes.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game

Enter the name LINES.

Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits

Enter CREDITS

VIGILANTE 8

Enter all codes as passwords

All cars

GANGS_UNLOCKED

Y the alien

GIMMIE_DA_ALIEN

Same vehicles in multiplayer

MIX_MATCH_CARS

Missile Power up

MISSILE_ATTACK

Invincibility

LIVE_FOREVER

Quick Firing weapons

FIRE_NO_LIMITS

Low Gravity

A_MOON_GETAWAY

Slow motion mode

GO_REALLY_SLOW

Expert mode

I_AM_TOUGH_GUY

Level Select

LEVEL_SHORTCUT

View end sequences

LONG_SLIDESHOW

Ultra high resolution mode

MAX_RESOLUTION

THE NEW TETRIS

CRAZY MODE

Enter your name on the one player name entry screen as 2fast4u.

V-RALLY

Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.



64 At the

As we had to travel to London this issue for Live 2000 and as the London transport system turned out to be in such a mess (see the Live And Kicking feature on page 20 for more details) we felt that we might as well spend some of our 'waiting for the buses to sort themselves out' time profitably, so we popped to the Hamley's branch of Sega Park. This gaming haven in the basement level contains all the latest machines and (like the other Sega Parks) has friendly and helpful arcade enthusiasts on hand. This month our pay-to-play gaming was fairly driving-orientated, although we did take time out for a bit of a boogie!

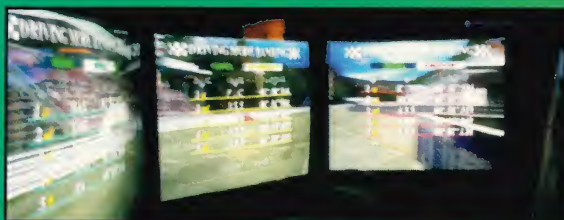
Dancing Stage Euromix

Okay, okay, so we've covered this game before (two issues ago in fact). However, having become hopelessly addicted to the machine after our initial play in Sega Park Bournemouth we felt that our coverage last time just didn't do it justice! Quite simply, this is the best game around in the arcades at the moment, bar none. Besides the fact that it's tremendous fun to play, it has the added advantage of actually keeping you fit (if you play it often enough you'll shed any excess fat in no time, believe us!) and it's almost as enjoyable watching other people play it as it is playing it yourself! If you're not the sort of person who usually goes into arcades, make an exception for this game, you won't regret it!



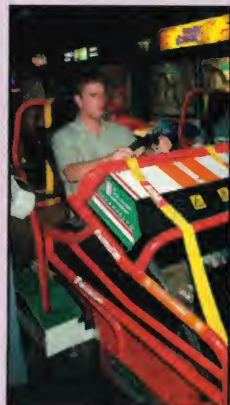
Ferrari F355 Challenge

Ever fancied getting behind the wheel of one of the world's most sought-after dream-cars? Well, we can't help you with the real roadster, but the next best thing has to be *Ferrari F355 Challenge*. It's easily the closest that most people are going to get to actually driving a Ferrari and it's surprisingly realistic, with all the functions of a car duplicated including the clutch! The catch is that it handles more like a real car than a videogame one and so if you're used to effortlessly sliding around corners, ignoring many of the rules of physics then you're going to be in for a bit of a shock because this game is extremely unforgiving! That said, we were playing it in the medium difficulty mode... The three screens give you a great sensation of speed and the cabinet itself is nicely designed so that the look, the feel and the sound of the whole thing really does make you feel like you're driving a proper luxury car. Check it out!



Classic Game: Sega Rally Championship 2

Ah, the noble sport of rallying! We're all great fans of the original *Sega Rally* in the 64 MAGAZINE offices and the sequel to it managed to actually improve upon a near-perfect game! This machine is fast, smooth and handles like a dream, and if you manage to find one of the full-size cabinets (like the ones set-up in Hamley's Sega Park) then the hydraulic cabinet totally adds to the whole off-road experience. All the fun of the real sport without the wind and the rain!



How To Find 'Em...

There are Sega Parks all over the country – check out this list for the one nearest to you!

SEGA PARK
Hamleys Metropolis
189-196 Regent Street
London
0207 494 2000

SEGA DOME
Oriental Shopping City
Edgware Road
London
0208 200 5751

SEGA PARK
Hilton Hotel
Westover Road
Bournemouth
Dorset
01202 316 396

SEGA PARK
Strykers Pleasure Bowl
River Drive
Tamworth
Staffs
01827 68448

SEGA PARK
Units 70-74
The Harvey Centre
Harlow
01279 425 741

SEGA PARK
Bargate Shopping Centre
East Bargate
Southampton
023 8022 5067

SEGA PARK
88-96 High Road
Woodgreen
London
0208 888 3129

PLANET SEGA
Queens Ice Bowl
155 Queens Court
Queensway
London
0207 229 0172 / Ex.5207

SEGA PARK
Eastgate Shopping Centre
Basildon
Essex
01268 293 207

THE LEISURE EXCHANGE
St Botolphs House
138-139 Houndsditch
London
0207 623 2782

THE LEISURE EXCHANGE
365 Station Road
Harrow
Middlesex
0208 863 7846

Arcades

Arcades **64** MAGAZINE

85



Crazy Taxi

We're not quite sure how we haven't managed to cover this game yet. It's easily the maddest driving game in the arcades at the moment and as such you pretty much have to try it to find out just how addictive it is. Basically, the idea of the game is to drive your taxi around a city, collecting fares and delivering them to their various destinations in one piece. Of course, this is no sedate trip through average suburbia, pointing out places of interest along the way, oh no! No, in this game the idea is to get from A to B as

fast as possible and if that means driving through buildings, over cars and causing absolute chaos while you do it then so much the better! *Crazy Taxi* doesn't have the realism of *Ferrari* but it more than makes up for that with its sheer wackiness, if you haven't tried it out yet, then get down to your local arcade today!

The Lads!

Here they are: the guys who are dedicated to making sure that you have the best arcade gaming experience that you possibly can! Spookily enough, they're also N64 fans too! Permit us to introduce you to, reading from left to right... Hamley's Sega Park's Tenchi Ho and Omer Sheriff!



In Association with



Sega Park
Game Voucher
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Get One Free!

Terms & conditions

One voucher per person per day - Not valid Saturdays
Excludes fruits, cranes & pushers - Originals only, no photocopies



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not nintendo

Yes, it's that section of the magazine where we set aside our Nintendo controllers, leave our Game Boy Colors on the desk and wander off to the post room to rummage through all the strange parcels that get sent to us every month to see if we can find anything cool and interesting to tell you lot about, and – more importantly – to play with! This month we've got a whole shed-load of stuff from various people, including videos, books, scooters, retro cuddly characters, trading cards, some WWF merchandise and a very strange skateboard!

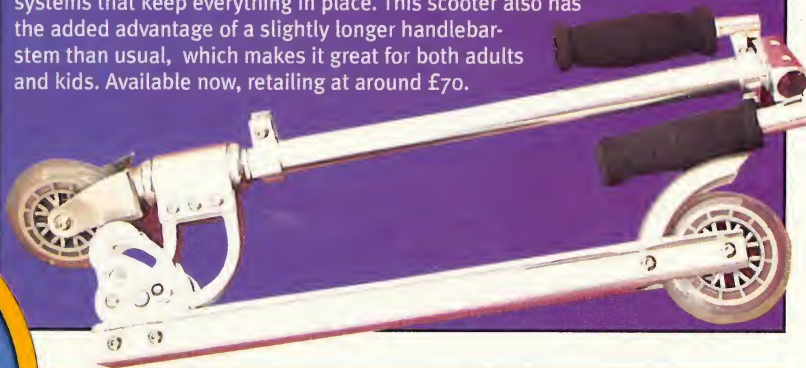
Bagpusses!

A few issues back we featured a small, saggy, cloth-cat beanie character from the old children's programme *Bagpuss*, called... er, Bagpuss. It turns out that what we'd found was just the tip of the iceberg, because Bagpuss is back – in a big way! Golden Bear make a range of *Bagpuss* products including the aforementioned beanies, a massive Bagpuss backpack (which caused a small riot amongst the girls in the office when it turned up) and a large cuddly Bagpuss who yawns when you put your finger in his mouth (unlike Roy's cat Buffy, who just bites). The *Bagpuss* products range from £5.99 to £19.99 and are available now!



Ozbozz Dart4500 Aluminum Skate Scooter

This month we've got two different scooters in the office (which makes three if you count the one from last issue!) The Ozbozz Dart4500 is sturdy and easy to fold and unfold, thanks to a rather clever series of spring-loaded locking systems that keep everything in place. This scooter also has the added advantage of a slightly longer handlebar-stem than usual, which makes it great for both adults and kids. Available now, retailing at around £70.



Pokémon Trading Card Tempest Gift Box

Trading card fans will have something to look forward to this Christmas if they can persuade their relevant relatives to get them this deluxe *Pokémon* Trading Card Gift Box. This special set contains a 60-card 'Tempest' theme deck with cards from the Base, Jungle and Fossil sets, three special booster packs, a *Pokémon* Trading Card CD-ROM, a playmat, a collectible metal coin and a rather snazzy felt bag, plus a card list, rulebook and damage counters – more than enough to get you on your way to becoming a real *Pokémon* trainer!



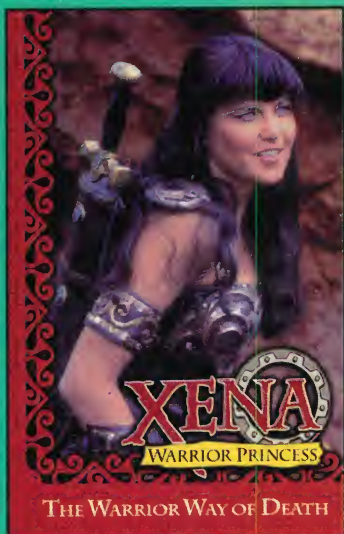


Chicken Run Talking Toys

We've already had a few *Chicken Run* products in the Not Nintendo section, but the film was so cool that we can always find room for a few more! This issue we've got two new product ranges. The first is the *Chicken Run* 'Talking' range, which features Rocky, Ginger and Babs, who say a range of different phrases from the movie when you prod their stomachs. The second – even cooler – toy is the 'Poultry in Motion' range, which features a large, cuddly Rocky or Ginger that talks and moves – all at the same time! Buy these and you'll be able to make your own blockbusting Hollywood movie! Prices start at just £10.99.



Xena Warrior Princess: The Warrior Way Of Death



Fans of the TV series *Xena Warrior Princess* will probably be rather surprised by the series of *Xena* graphic novels. Like the ones that have come before it, this book is far darker and considerably more violent than the programme, but it's no less entertaining for all that.

The Warrior Way Of Death finds our heroine and her companion Gabrielle left to die by the Romans, at which point Xena

is offered a choice: grisly, painful death or to return to her old, murderous ways – the life she led before she became a champion of the needy. *The Warrior Way Of Death* graphic novel is available now priced £8.99 from Titan Books.

The Whole Nine Yards



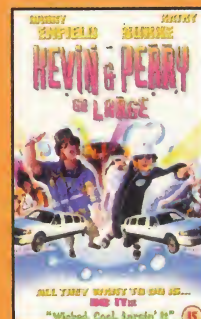
Struggling dentist Nicholas 'Oz' Oseransky (Matthew Perry) hates his business, his home, his wife and pretty-much his life in general. Then just when he

thinks he's hit rock bottom ex-hitman Jimmy 'The Tulip' Tudeski moves in next door and things start to get really scary! *The Whole Nine Yards* is a black comedy with more twists in it than a whole plate of spaghetti and an absolute truck-load of laughs to boot! Quite simply: this is one of the funniest comedies of the year and it's available to rent or buy from 20 November. If you missed it at the cinema, don't miss it now!



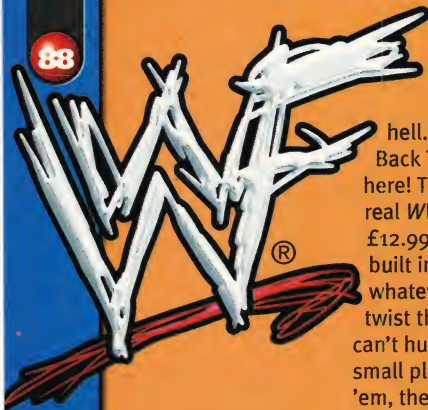
Kevin And Perry Go Large

Even if you're not a fan of the rubber-faced comedian Harry Enfield, you're well-advised to take a look at this feature-length movie starring his comic teenager characters Kevin and Perry. These far-too-close-to-the-mark parodies of hormone-crazed adolescents are desperate to 'get some' and so with that in mind they persuade Kevin's parents to take them on holiday to Ibiza. What follows is crude, rude and quite simply one of the funniest movies we've seen in ages! *Kevin and Perry Go Large* is available to rent or buy from 13 November, certificate 15.



Backtalkin' Wrestlers

88



If you're a wrestling fan then you're going to love this one. If you hate wrestling with a passion then this is probably your idea of hell. Whatever the case, the Back Talkin' Crushers are here! These scale models of real WWF wrestlers retail at £12.99 and have a voice chip built in which responds to whatever it is you do to them – twist their arm and they shout "You can't hurt my arm!" If you like the idea of small plastic simulacra talking to you while you smack 'em, then give Kidsbiz a ring on 0208 3933334.



Whistling Clangers

Someone at Golden Bear, the company responsible for the Bagpuss soft-toys, is obviously a fan of retro TV series', because they've just brought out a new toy based on yet another one.



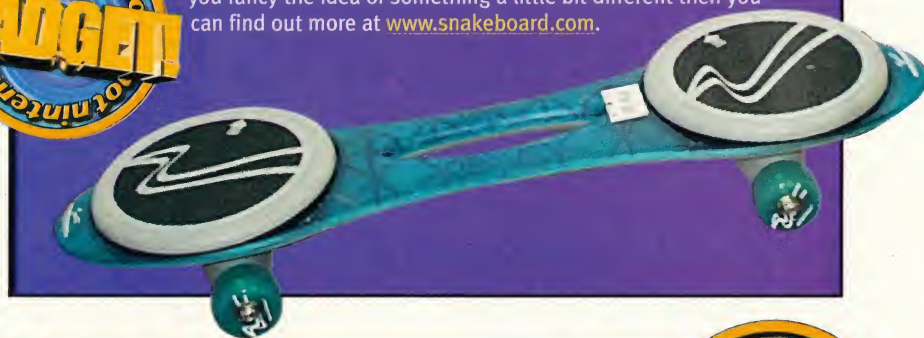
The Clangers was a programme about some pink mice-like creatures who lived on the moon and communicated by whistling in a very unnerving way. Now

you can freak out all your friends any time you like because all four Clangers – Major, Mother, Small and Tiny are available in cuddly form, complete with weird whistling sounds! An absolute bargain at £5.99 each.



Snakeboard Spacedeck

MV Sports, the people who make the Snakeboard In-Line Scooter, have got another product which might appeal to all the 'Skate Kids' out there! The Snakeboard Spacedeck is a unique variation on the skateboard, with wheels which pivot thanks to rotating pads on the top and thus allow skaters a much greater degree of control, once they've mastered it. At just £30 this board is well within the realms of a limited budget and if you fancy the idea of something a little bit different then you can find out more at www.snakeboard.com.



Robonagi



Remember Furby? Find him a little annoying after a while? If the answer's yes then you'd better start running now because Robonagi is here! Much like Furby, this little robot can talk, sleep and play games, as well as communicating with other Robonagis if they happen to drop by. The most novel thing though, is that this little robot isn't restricted to just staying in one position like Furby – thanks to his durable wheels he gets to wander around all by himself! Robonagi is available now from Toy Options, priced £29.99. Ring 0161 633 9808 for stockists.



Rocket Hawk

Remember Street Hawk, the crime-fighting superbike? No? Well that doesn't matter, because it has absolutely nothing to do with Rocket Hawk, which is a brand new toy plane. Rather than throwing Rocket Hawk, you launch it from a catapult, and its unique expanding wings along you to fire it right up into the sky so that it glides for miles (well... for quite some distance anyway). Rocket Hawk is out now and costs £9.99. Ring 01883 625111 for your local stockists.



Snakeboard In-Line Scooter

Yes, we've gone scooter-mad this month! The Snakeboard In-Line model from MV Sports is particularly impressive, both for its rather groovy design and for its durable construction. Once unfolded, this baby feels as solid as any scooter we've tried so far, and its compact design, tough deck and top-of-the-range wheels make it perfect for stunts and tight cornering. Plus at a mere 50 English Pounds this one is serious value-for-money! Pop along to www.snakeboard.com for more info.

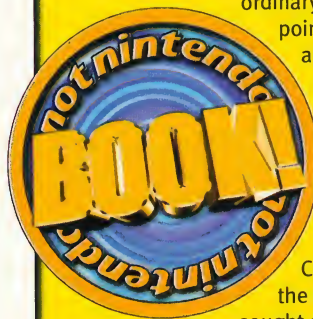


Batman: The Chalice

One of the longest running comic-book characters around, Batman invariably never fails to entertain. In *The Chalice*, Batman's alter-ego Bruce Wayne comes into possession of an old but seemingly ordinary drinking bowl, at which point all hell breaks loose, as a mass of ghouls, villains and other unsanitary individuals descend on Wayne Manor intent on getting their grubby little hands on it. What is the secret of the Chalice? Could it really be the fabled – and eternally sought after – Holy Grail? And



can Batman stay in one piece long enough to find out? *Batman: The Chalice* from Titan retails at £9.99 and is in the shops now!



X-Men Trading Cards

If Pokémon ain't your thing then how about trying your hand at a little X-Men Trading Card combat? This starter set contains two 30-card decks, one exclusive premium card, a full-size comic book only available with this set, a rulebook, a playmat, some dice and two sets of counters. Everything that you need to get started in fact! Get out there and get ready to start mutating!



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NINDEX

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, allowing you to compare different games at a glance.

If you want to get the low-down on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every issue we'll be re-evaluating games from past issues to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

**90%
AND ABOVE**

If a game gets a 64 Sizzler then it's a game that's well worth buying.

**95%
AND ABOVE**

The Gold Medal Award only goes to those few games that you absolutely *must* own!



NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE	DESCRIPTION
ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLE	Designed for multiple players, or a brain teaser
PLATFORM	Games that involve precise jumps and acrobatics
RACING	Mostly (but not always) involving cars racing each other
SHOOT-'EM-UP	The main objective? Kill 'em all!
SPORTS	Football, basketball, American football, golf... whatever you're into
STRATEGY/SIMULATION	Games that test your brain rather than your reflexes



Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ● ●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2 ● ● ● ● ●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1 ● ● ● ● ●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ● ●	15	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2 ● ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4 ● ● ● ● ●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4 ● ● ● ● ●	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armored: Project Swarm	Acclaim	1-4 ● ● ● ● ●	34	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4 ● ● ● ● ●	45	69%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4 ● ● ● ● ●	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4 ● ● ● ● ●	36	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1 ● ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2 ● ● ● ● ●	36	84%	Surprisingly playable fishing game.
Battletanx	3DO	1-4 ● ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4 ● ● ● ● ●	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4 ● ● ● ● ●	37	68%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4 ● ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2 ● ● ● ● ●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1 ● ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6 ● ● ● ● ●	45	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2 ● ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ● ●	22	90%	As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2 ● ● ● ● ●	26	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2 ● ● ● ● ●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1 ● ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1 ● ● ● ● ●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4 ● ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4 ● ● ● ● ●	34	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1 ● ● ● ● ●	18	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ● ● ●	8	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1 ● ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2 ● ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2 ● ● ● ● ●	37	83%	A fun little golf game with some nice features!
Daiatana	Kemco	1-4 ● ● ● ● ●	38	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2 ● ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4 ● ● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4 ● ● ● ● ●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4 ● ● ● ● ●	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1 ● ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1 ● ● ● ● ●	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2 ● ● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.

OUR TOP TEN!

1: PERFECT DARK



2: STARCRAFT 64



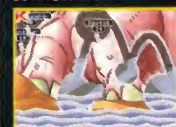
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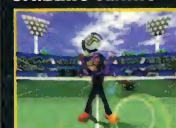
4: ZELDA



5: WORMS



6: MARIO TENNIS



7: WWF NO MERCY



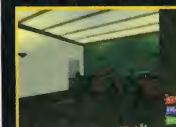
8: TONY HAWK'S



9: ISS '98



10: RAINBOW SIX



64 TOP

SHOOT-EM-UPS



- 1 Perfect Dark 98%
- 2 Goldeneye 95%
- 3 Quake II 93%
- 4 Vigilante 8: Second Offense 92%
- 5 Turok 3 Shadow of Oblivion 92%

64 TOP

FIGHTING GAMES




- 1 WWF No Mercy 95%
- 2 WWF Wrestlemania 2000 93%
- 3 Super Smash Bros 87%
- 4 WWF Warzone 86%
- 5 Mortal Kombat 4 86%



TEST OF TIME

In a fit of nostalgia, we turn our gaze on Issue 13, a number that's unlucky for some – although not for us, Issue 14 was the nightmare (regular readers will know why). But what of the games?

Game Name	Company	   	Issue	Score	Comment		
Duck Dodgers In The 24th & A Half Century	Infogrames	1	●	45	85%	Humorous cartoon escapade with Buck Rodgers' feathered alter-ego.	
Duke Nukem 64	GT Interactive	1-4	●	7	81%	Good conversion of the PC one-linerthon.	
Duke Nukem: Zero Hour	GT Interactive	1-4	●	●	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	●	33	87%	Thoroughly mad and highly entertaining platformer.	
ECW Hardcore	Acclaim	1-4	●	37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard.	
EPGA Tour Golf	Infogrames	1-4	●	36	67%	Slow and clumsy golf sim.	
Excitebike 64	Nintendo	1-4	●	41	94%	Motorcycle racing has never been so good!	
Extreme G	Acclaim	1-4	●	7	77%	Futuristic bike racing game – hard to control.	
F1 Pole Position	Ubi Soft	1-2	●	6	63%	Early, now outdated Formula 1 game.	
F-1 World Grand Prix	Nintendo	1-2	●	18	94%	Excellent, though very hard, Formula 1 simulation.	
F-1 World Grand Prix II	Nintendo	1-2	●	30	90%	Slightly faster sequel, but not really a big advance.	
FIFA 64	EA Sports	1-4	●	2	19%	A travesty of The Beautiful Game, awful in every way.	
FIFA '99	EA Sports	1-4	●	24	89%	Best of the FIFA series, until the next one!	
FIFA: Road To World Cup '98	EA Sports	1-4	●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.	
Fighter's Destiny	Ocean	1-2	●	11	80%	One of the better N64 fighters.	
Fighter's Destiny 2	Southpeak Interactive	1-4	●	44	78%	Above average beat-'em-up offering nothing new over the original.	
Fighting Force 64	Crave	2	●	29	62%	Past-it PlayStation port.	
Flying Dragon	Interplay	1-2	●	30	78%	Fun fighting game, though it's not exactly Street Fighter!	
Forsaken	Acclaim	1-4	●	14	86%	A kind of turbo Descent – good, but some levels very short.	
F-Zero X	Nintendo	1-4	●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.	
GASP!! Fighters' Nextreme	Konami	1-2	●	21	62%	Jerky, mediocre game with a fighter creation mode.	
Gauntlet Legends	Midway	1-4	●	33	82%	Worthy update of the arcade classic, with a few minor flaws.	
Gex: Enter The Gecko	GT Interactive	1	●	18	80%	Lizardly platformer that spoofs films and TV shows.	
Gex 3: Deep Cover Gecko	Crave	1	●	33	73%	Competent but utterly unoriginal platform sequel.	
The Glory Of St Andrews	Seta	1-4		3	10%	Hilariously bad shot at doing an N64 golf game.	
Glover	Hasbro	1	●	20	85%	Appealing platform/puzzle game crossbreed.	
Goemon 2	Konami	1-2		24	80%	Enjoyable side-on platformer.	
Goldeneye	Nintendo	1-4	●	5	95%	The best multiplayer game on N64! Great for lone players too.	
GT 64	Ocean	1-2	●	16	64%	Clunky, unrealistic and dull racing game.	
Harvest Moon	Natsume	1		39	84%	Farming fun with this mad RPG – and it's pretty good!	
Hercules	Titus	1	●	44	80%	Challenging adventure with a few flaws and some nice scenery.	
Hexen	GT Interactive	1-4	●	5	30%	Completely crap port of the PC Doom-with-wizards title.	
Holy Magic Century	Konami	1	●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.	
Hot Wheels Turbo Racing	EA	1-2	●	35	60%	Easy and rather dull kid-oriented racer.	



Quake

GT Interactive • £59.99
Original Rating: 88%

Long before Quake II there was... Quake. This was quite an exciting event in the office as it was the first significant PC conversion and it certainly didn't disappoint (er... except for the lack of a four-player option – that was disappointing). Going back to it now... well, it looks a little dated, but it still plays like a dream!

Score:

85%



Mystical Ninja Starring Goemon

Konami • £59.99
Original Rating: 85%

Quite simply the maddest game on the console at the time, Mystical Ninja was a particular favourite of Roy's. Two years later the game still has great appeal, although the camera and controls can be annoying at times. If you've never played this, check it out!

Score:

85%



Yoshi's Story

Nintendo • £49.99
Original Rating: 85%

After all this time, Yoshi still holds the crown for 'most annoying noise made by a videogame character!' Yoshi's Story was a little on the easy side (much to our dismay) but then it was targeted firmly at younger gamers. You can't fault it graphically, even today, and the gameplay is as amusing as ever. Just ignore the music!

Score:

85%

82%

Game Name	Company	Icons	Issue	Score	Comment
Hybrid Heaven	Konami	1-2	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	17	83%	Odd mix of racer and platformer that's quite good fun.
Indy Racing 2000	1-2		43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4	44	90%	Fantastic footie fun but not really any better than ISS '98.
ISS 64	Konami	1-4	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	18	95%	The best football game ever. Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	37	81%	More of the same, so if you liked the original...
Mario Tennis	Nintendo	1-4	44	92%	Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	36	75%	Ordinary basketball game with a few nice gimmicks.

64 TOP

ADVENTURE GAMES



- 1 *Zelda* 96%
- 2 *Resident Evil 2* 94%
- 3 *Silicon Valley* 87%
- 4 *Castlevania 2* 86%
- 5 *Castlevania* 85%

64 TOP

PLATFORM GAMES



- 1 *Rayman 2* 94%
- 2 *Donkey Kong 64* 93%
- 3 *Super Mario 64* 92%
- 4 *Rocket Robot On Wheels* 91%
- 5 *Shadow Man* 90%

64 TOP

4-PLAYER GAMES



- 1 *Perfect Dark* 98%
- 2 *Goldeneye* 95%
- 3 *ISS '98* 95%
- 4 *WWI No Mercy* 95%
- 5 *Worms: Armageddon* 91%

64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 F-1 World Championship 94%
- 3 Ridge Racer 64 91%
- 4 Micro Machines Turbo 64 90%
- 5 F-Zero X 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%

64 TOP GAMEBOY COLOR TITLES



- 1 Tomb Raider 97%
- 2 Lemmings 93%
- 3 TOCA: Touring Car 92%
- 4 Dalkatana 92%
- 5 Cool Bricks 90%

Game Name	Company	Icons	Issue	Score	Comment
NBA Live '99	EA Sports	1-4 ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ●	27	58%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4 ● ● ● ●	42	78%	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2 ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ●	21	88%	Updated and improved version of <i>NFL QBC '98</i> .
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to <i>Breakaway '98</i> , so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1 ● ● ● ●	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4 ● ● ● ●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	45	90%	The N64's first shoot-'em-up without any guns in it!
Pokémon Stadium	Nintendo	1-4 ● ● ● ●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	88%	Simple but horribly addictive <i>Tetris</i> -style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	78%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4 ● ● ● ●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	91%	The best version of <i>Ridge Racer</i> so far & the hottest racing game on the N64!
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	78%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats: Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	<i>SF Rush</i> sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ● ● ● ●	1	58%	<i>Duff Star Wars</i> tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1 ● ● ● ●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ● ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-buck licence based on the <i>Turok 2</i> game engine.
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1 ● ● ● ●	20	67%	Bizarre but engrossing adventure full of robot animals.

Game Name	Company	Icons	Issue	Score	Comment
Starcraft 64	Nintendo	1-2	42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1	25	42%	Nasty <i>Banjo-Kazooie</i> type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65%	Poor attempt to do an <i>R-Type/Axelay</i> shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90%	Superb <i>Star Wars</i> combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move <i>Tetris</i> into 3D.
TGR 2	Kemco	1-4	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	32	80%	Yet another <i>Tetris</i> update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4	22	65%	Lame follow-up to the much better <i>Top Gear Rally</i> .
Top Gear Rally	THE Games	1-2	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	21	85%	Bloodthirsty and over-large game in the <i>Doom</i> mould.
Turok: Dinosaur Hunter	Acclaim	1	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2	22	70%	Good-looking game let down by dull controls.
V-Rally '99	Infogrames	1-2	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	9	83%	Good multiplayer game, outdone by <i>WWF Warzone</i> .
WCW Vs NWO Revenge	THQ	1-4	20	85%	Update of <i>WCW Vs NWO World Tour</i> ; slightly better.
WCW Nitro	THQ	1-4	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	38	86%	Top <i>Metal Gear Solid</i> -style action with an unfortunate camera.
Wipeout 64	Midway	1-4	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	14	86%	Yet another update of <i>FIFA</i> .
World Driver Championship	Midway	2	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	9	86%	Japanese version of <i>ISS 64</i> .
Worms: Armageddon	Infogrames	1-4	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4	30	87%	Takes <i>Warzone's</i> place as the best wrestling game.
WCW Mayhem	EA	1-4	34	74%	Feeble crack at a wrestling game.
WWF No Mercy	THQ	1-4	45	95%	The best wrestling game in the world... ever!
WWF Warzone	Acclaim	1-4	17	86%	Decent wrestler, now superseded by <i>WWF Attitude</i> .
WWF Wrestlemania 2000	THQ	1-4	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	20	70%	Sequel to <i>Extreme G</i> , but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP PARTY/PUZZLE



- 1 *Bust-A-Move 2* 91%
- 2 *Bust-A-Move 3DX* 90%
- 3 *Puyo Puyo Sun 64* 87%
- 4 *Wetrix* 86%
- 5 *Lode Runner* 82%

64 TOP STRATEGY SIMULATION GAMES



- 1 *Starcraft 64* 95%
- 2 *Command & Conquer* 90%
- 3 *Premier Manager 64* 85%
- 4 *Blast Corps* 80%
- 5 *Ogre Battle 64* 77%

64 TOP BAD GAMES



- 1 *Carmageddon* 0%
- 2 *Clayfighter* 8%
- 3 *The Glory Of St Andrews* 10%
- 4 *Superman* 14%
- 5 *Waialae Country Club* 15%

Ninfo!

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Dead Pool: Spots; More rain; Council Tax;
Craig David; Hangovers; Moving house;
Breaking up; Dating; Change (we fear
change!); Joint mortgages; Ingrowing toenails.



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Two Words: Bond... and Zelda. Do we really need to say anything else?

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64

MAGAZINE

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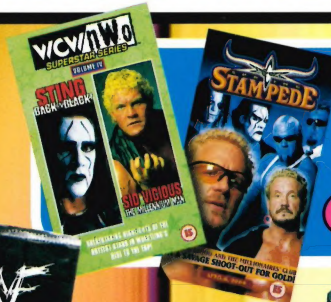
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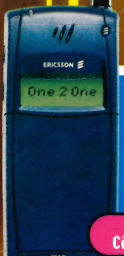
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